

STAR WARS®

G A L A X Y G U I D E 3

THE EMPIRE STRIKES BACK



A long time ago in a galaxy far, far away ...



It is a dark time for the Rebellion. Although the Death Star has been destroyed, Imperial troops have driven the Rebel forces from their hidden base and pursued them across the galaxy.

Evading the dreaded Imperial Starfleet, a group of freedom fighters led by Luke Skywalker has established a new secret base on the remote ice world of Hoth.

The evil lord Darth Vader, obsessed with finding young Skywalker, has dispatched thousands of remote probes into the far reaches of space...

STAR WARS®

G A L A X Y G U I D E 3 THE EMPIRE STRIKES BACK

by Michael Stern

Revised and Expanded for Second Edition by Pablo Hidalgo



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Cover Art: **Lucasfilm Ltd.** • Interior Art: **Ralph McQuarrie, Lucasfilm Ltd**

Publisher: **Daniel Scott Palter** • Associate Publisher/Treasurer: **Denise Palter** • Associate Publisher: **Richard Hawran** • Senior Editor: **Greg Farshtey** • Editors: **Peter Schweighofer, Bill Smith, George Strayton, Paul Sudlow, Eric Trautmann** • Art Director: **Stephen Crane** • Graphic Artists: **Tim Bobko, Tom O'Neill, Brian Schomburg** • Sales Manager: **Jeff Kent** • Sales Assistant: **Carl Klinger** • Licensing Manager: **Ron Seiden** • Warehouse Manager: **Ed Hill** • Accounting: **Karen Bayly, Deanna Jonas, Wendy Lord** • Billing: **Amy Giacobbe**

Published by



RR 3 Box 2345
Honesdale PA 18431

40125

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To: Major Arhul Hextrophon, Executive Secretary and Master Historian, Alliance High Command

From: Lieutenant Voren Na'al, Assistant Historian

Regarding: Continuing research into the events following the evacuation of the Hoth base.

Sir:

Your praise of my work and your request for a continuance of my mission came as a great surprise to me, since I still consider that sample of my work to be a pointedly biased piece. That bias was largely due to my growing personal involvement in the lives and stories of those I attempted to portray objectively. I have found this a painful and difficult mission, but it is my duty to continue, and with a growing sense of drive and purpose, I shall perform that duty.

Forgive me if my enthusiasm seems diminished since my last report, but the dark tragedy of recent events has lent a certain air of impending doom to my life and work. The Empire's might lies like a great weight on the shoulders of those gathered here at the rendezvous. We have seen and felt the full force of the Empire's destructive power, and now many of us wait resignedly for the next crushing blow. Some fear it will come with the stubborn inevitability of a dying star.

Perhaps there is a greater sense of hope and optimism among the Alliance fleet than I personally feel.

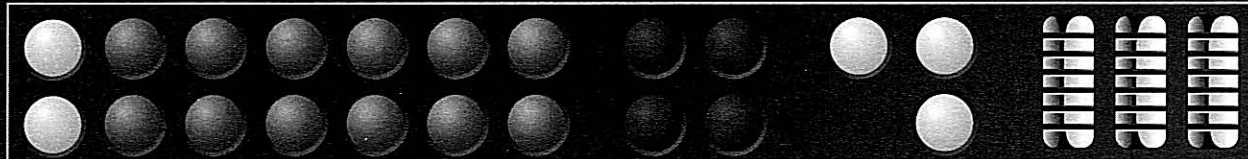
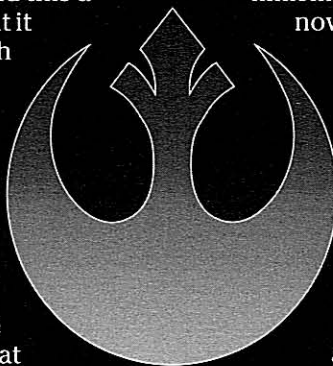
Most of those who are involved in the Rebellion have not followed the stories of the heroes of the Battle of Yavin as I have during these past years. I have seen the

results of the last few weeks of conflict with the Empire. Had our people known of the horrible torture of those who knowingly accepted the heavy mantle of heroes, had our people known of the maiming of Commander Skywalker or of the tragic loss of Captain Solo, they might find hope and optimism to be as fleeting and futile as I now do.

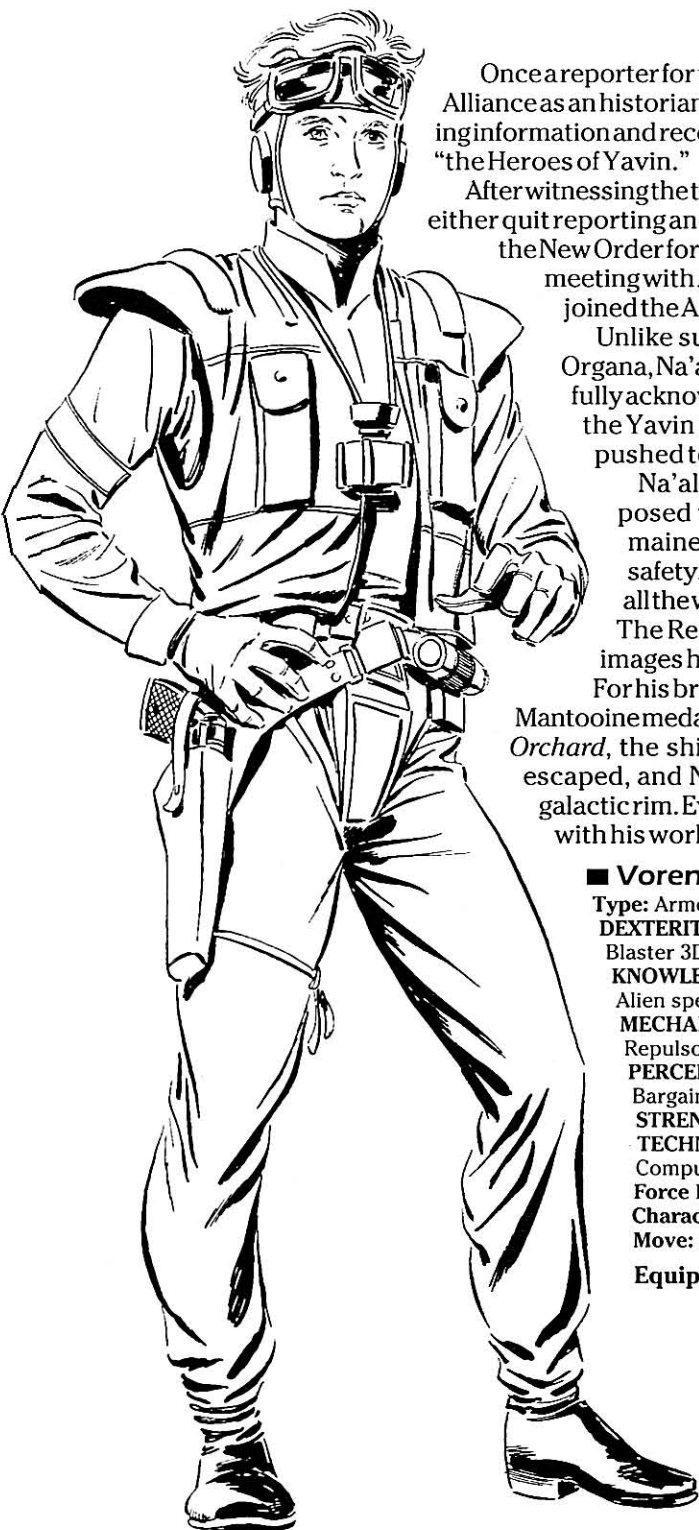
But these rag-tag soldiers and starship pilots seem to feed off of and grow strong with the stalwart courage and character of Commander Skywalker and Princess Leia Organa. In their presence, I too feel a certain sense of hope for the future. For, if two people who have been through as much as Leia and Luke have

over these past few weeks can remain hopeful and optimistic, then anyone can, even I.

And they have been through much: devastating attacks, narrow escapes, cold betrayal, mystical revelation, even a bit of romance. I still marvel at the grand adventure of it all, and yet the tragedy of recent events keeps things in painfully clear focus. But let me back up to the incident that so clearly marks for me the start of this series of reports. Let me begin with the planet where the Empire finally caught up with the Alliance. Let me begin with Hoth.



Voren Na'al



Once a reporter for the Galactic News Service, Voren Na'al now serves the Rebel Alliance as an historian. Specifically, Na'al works under Arhul Hextrophon, gathering information and recording the events surrounding those individuals now called "the Heroes of Yavin."

After witnessing the true evil power of the Galactic Empire, Na'al decided he could either quit reporting and ignore the increasing acts of tyranny, or he could expose the New Order for what it was. Before he became reckless, however, a chance meeting with Arhul Hextrophon provided him with a better option. Na'al joined the Alliance.

Unlike such Alliance heroes as Luke Skywalker, Han Solo and Leia Organa, Na'al never fancied himself much of a warrior. If anything, Na'al fully acknowledged that he was a bit of a coward. After relocation from the Yavin base to Thila, then ultimately to Hoth, Na'al found himself pushed to the limits.

Na'al, being a non-combatant member of the Alliance, was supposed to evacuate on the first transport off Hoth. Instead, he remained behind, as the transport *Quantum Storm* blasted off to safety. Na'al helped the evacuation effort of subsequent transports, all the while gathering valuable holorecordings of the Battle of Hoth. The Rebel tacticians charged with analyzing the battle found the images he captured a great help.

For his bravery, Na'al sustained a broken ankle from a cave-in, and the Mantooine medal of bravery. He left Hoth behind aboard the transport *Thon's Orchard*, the ship that was to be Leia Organa's transport. The transport escaped, and Na'al waited patiently at the rendezvous site beyond the galactic rim. Eventually the Heroes of Yavin returned, and Na'al continued with his work chronicling their efforts.

■ Voren Na'al

Type: Armchair Historian

DEXTERITY 3D

Blaster 3D+2, dodge 4D+1

KNOWLEDGE 4D

Alien species 5D, bureaucracy 4D+2, cultures 4D+2, scholar: history 7D+1

MECHANICAL 2D+2

Repulsorlift operation 3D+1

PERCEPTION 3D+2

Bargain 4D+2, investigation 6D+2

STRENGTH 2D+2

TECHNICAL 2D

Computer programming/repair 4D, first aid 2D+2, repulsorlift repair 3D

Force Points: 2

Character Points: 8

Move: 10

Equipment: Datapad, holocam, blaster pistol (\$D), falsified ID, 700 credits

An Icy Beginning

This second and darkest phase of my continuing report begins on the frigid, unforgiving snow plains of the planet known as Hoth. This report differs from the first, since, in this case, I was not following in the wake of those great heroes of the Battle of Yavin while attempting to recreate the astounding events in which they participated. Rather, this time, in this battle, I lived those events right along with them.

Since I was on Hoth anyway, and my assignment was a chiefly passive one, General Rieekan decided that he needed every available hand he could get, and I was put to work. I was actually grateful and enthusiastic about the enforced activity, since I had been feeling a bit useless watching, merely observing, while these brave men and women toiled to create an operational base out of an icy cavern. The work I was given to do was not very glamorous, but it made me feel as if I were contributing to the effort in some manner. As a great lady once told me, "We all serve the Rebellion in our own way."

Initially, the base comm units were not operational, since all of the equipment had to be adjusted to the low temperatures of Hoth, communications systems being particularly sensitive to cold. I was given the task of running messages between various high officials spread throughout the newly-tunneled caverns of Echo Base.

During this time I had good opportunity to see each member of the Echo Base command team in action, and needless to say, I quickly developed a tremendous respect for each of them.

Soon, though, communications were functioning, and I was assigned new duties. Not being a true soldier or scientist or technician or pilot, my duties were never on the level with those tasks undertaken by Skywalker or Solo. But I did my part to carve out Echo Base, and I got to see the people of the Alliance from a new perspective. I was glad for the work as it brought me into contact with almost everyone on the base, and in a certain sense made my real job, my mission, easier.

For all of the hardships involved in their construction, there was a peculiar beauty about the icy caverns of Echo Base, and there was an overwhelming sense of pride at the accomplishment of creating a place to live on a world that wasn't considered habitable. I think we were most proud of the fact that we didn't march in and obliterate the landscape as the Imperial military undoubtedly would have done if faced with the same task. Instead, we worked hand-in-hand with the natural elements of that frozen world and created something which was almost a part of Hoth itself. In a way, I feel we truly belonged.



Chapter One

HOTH WASTES



"Your tauntaun will freeze before you reach the first marker, even if you don't!"

— Hoth Base Deck Officer

The following character profiles are drawn from various sources, including my own personal involvement in the events concerning these personalities. My stay on the ice planet Hoth was a particularly arduous one, but I feel it served to enlighten me as to the plight of the people I have been writing about. Having lived through the same experiences as they, I now feel very close to them.

Still, there were a great many sources of a less personal nature that contributed to the information presented herein. Data files, background checks, and interviews — both formal and informal — all played an integral part in the collection and retrieval of this information. Working side-by-side with the men, women and droids of Echo Base, I was able to question them casually, indeed almost invisibly, about their comrades, co-workers, and even their enemies. I was lucky enough to be present when Captain Solo brought the remains of the self-destructed probe droid back to base for memory scan. The techs and I managed to piece together a great deal of valuable information from the battered remains of that droid.

Beyond my work and experiences on Hoth, there were other avenues of research that I pursued after the base had been evacuated. The trans-system data storage library on Halowan provided me with a good deal of background information on the Hoth system and on the geography of Hoth.

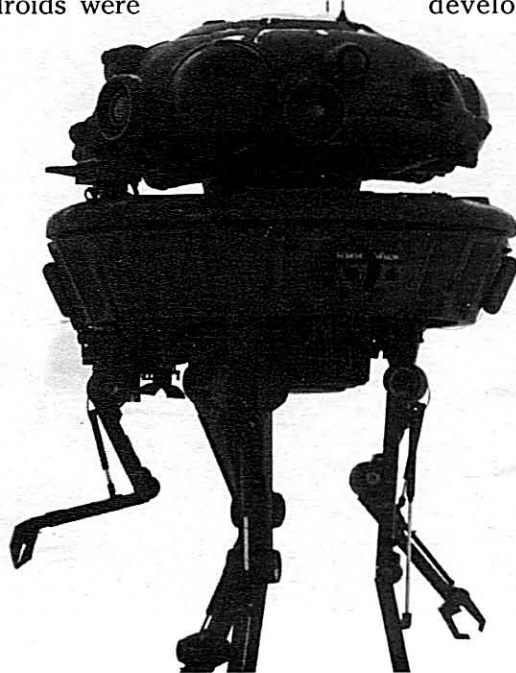
Living on the ice planet for the period of time I did, I knew only the bitter effects of the elements, not the scientific reasons behind the effects. I became aware that the wampa was not an entirely unknown creature as we had once originally thought, but that similar beasts, perhaps related to the wampa, had been quite sufficiently documented by scientists and big-game hunters.

For this mission, unlike my former report which dealt with the heroes of the Battle of Yavin, I worked not after the fact but during the events that occurred. Most of what you are about to read is drawn from my own "on the scene" observa-

tions. The occasional, substantial gaps of logic and information that sometimes occur during the heat of action have been researched and filled in when I found the time for reflection and study. The combination of these two seemingly opposed elements of my work balance each other. The excitement and emotion-tinged "on the scene" observations are brought into sharp focus by the hard facts of my later research. Try to read these profiles as being more than just informational, however. Read them as if you were there, knee-deep in the numbing snow of Hoth's frozen wastes. Read these reports as if you were seeing these people close up and at eye-level.

Imperial Probe Droid

In the days of the Old Republic, the probe droid, or probot, was a tool of peace, an important technological advance that changed the face of the exploration being carried out deep in the unknown reaches of the galaxy. The first probe droids were developed



Hoth System

Hoth is the sixth planet from the blue-white star of the same name. The inner five planets are lifeless, and the only remaining orbit in the system is occupied by a wide and chaotic asteroid belt. Debris from this belt causes a lot of meteor activity on Hoth. Hoth is barely hospitable, with its axial tilt, orbital position and atmospheric makeup causing the world to plunge into subzero temperatures. Hoth's day-time temperature high hovers around -32 degrees standard. At night, temperatures often fall as low as -60 degrees, with winds causing it to feel even colder.

Hoth's entire surface is covered by ice, but in various locations, volcanic fissures open up steam vents, depositing rock and minerals in darker patches on the glacier plains. A few mountain chains penetrate the permanent ice shelves, and some of these are geologically active.

Along Hoth's equator is a deep fissure in the ice shelves, reaching hundreds of meters into what seems like another world. In this place never exposed to Hoth's blue-white sun is a cache of lumni-spice, a rare fungal growth valued by the galaxy's criminal element. Before the Alliance established a base in the northern hemisphere of Hoth, a pirate leader named Raskar attempted to seize the cache, only to be chased off by a creature known as a dragon-slug. Other rarely seen creatures in the Hoth wilderness include land scavengers known colloquially as Hoth hogs, and small rodents such as snowmice and ice scrabblers.

In Hoth's southern hemisphere, a massive ocean churns underneath the pressure of ice. The tidal pull of Hoth's three nameless moons cause fissures in the ice-layers, sending jets of ocean water into the freezing Hoth air. The intense cold freezes these jets into spires of ice, suspending primitive ocean algae in these tall columns and glaciers. A species of annelids called ice worms carve their way through the ice to feed on the algae, leaving odd tiny holes in the ice.

Lieutenant Commander Luke Skywalker first discovered Hoth after the last remnants of the Alliance's forces left the Yavin system. In a daring escape from an Imperial blockade, he plunged his ship into the vapor-trail of a trans-dimensional cometary body. His starship was caught in the hyperstream of the comet, and was dragged to the Hoth system, crash-landing on the frozen world.

■ Hoth

Type: Frigid Terrestrial

Temperature: Frigid

Atmosphere: Type I

Hydrosphere: Dry

Gravity: Standard

Terrain: Ice plains, glaciers, mountains and ice grottoes

Length of Day: 23 standard hours

Length of Year: 549 local days

Starport: Limited Services

Population: No permanent population

Planet Function: One-time Rebel base, smuggler and pirate base

by Galalloy Industries to search planets and asteroids for valuable resources, such as metals to fuel the processing plants of industry. Probots later helped to expand the Republic's frontiers. Today, many probots serve military functions for the Empire, as exploration has been severely limited by direct Imperial order.

Prior to the development of probots, remote probes had done the majority of mechanized exploration. These were comparatively simple machines, equipped with onboard computers and sensors. However, they were programmed to follow a carefully limited set of parameters and lacked the intelligence for true initiative or understanding.

The first probe droids were marvels of technological achievement, a single unit capable of doing the work of a team of scientists. Incredible amounts of unexplored territory were thoroughly mapped and charted by these machines during the days of the Old Republic.

Since deep-space exploration was put on hold by the Empire, probe droids were retooled and reprogrammed for search and patrol missions. Many droids were posted along the perimeters of key strategic systems or hyperspace routes, serving as automated guardians. Some were remote surveillance droids, observing the amazing array of communication bandwidths and relaying that information to Imperial Intelligence's Analysis Bureau.

A great number of probe droids were reprogrammed for deep space scouting. Their mission, rather than to catalog new worlds, was to uncover unregistered settlements, with a priority on finding Rebel bases. Knowing how quickly Rebels could evacuate upon discovery, many probe droids were equipped with high-frequency HoloNet transceivers to immediately relay information. Other added features included advanced scanning equipment, visual and audio monitoring systems, stealth sensor scramblers, a blaster

The Probing Eye of the Empire

From the data-journal of Voren Na'al

So badly did Lord Vader want to find the location of the new Alliance base and, in particular, the location of Luke Skywalker, that he dispatched thousands of remote probes out into the farthest reaches of space to search for the fugitives. But for the thousands of searching probe droids, there were a thousand, thousand worlds upon which the Alliance could then have been based. It is testament to the uncanny mystical abilities of the Dark Lord that one of his probes soon found that which it sought, landing with a snow-cushioned thud on the frozen surface of Hoth.

Although this particular probe droid succeeded in its mission to find the Rebel Alliance, it was forced, in the end, to self-destruct. Fortunately, its self-destruct programming must have been at least marginally affected by either the frigid Hoth temperatures or the damage that was inflicted on it upon entering the Hoth system. Although the probot was almost destroyed, there was enough left for me and the base technicians to piece together some of the droid's memory circuits and learn some of the fascinating details concerning this particular machine's mission experiences.

There is reason to believe that this particular probe droid was the reason for Commander Skywalker's diversion from his normal patrol route, and the reason for his subsequent encounter with a wampaice creature. The droid's memory display shows that almost immediately after landing on the planet's surface, it scanned a faint comm signal on non-Imperial bandwidths. This indicated to the droid the presence of an unregistered, and possibly Rebel, settlement. Since it had not yet gathered enough conclusive evidence to report, the droid moved away from the nearby signal in order that it might avoid contact until such time as self-preservation no longer became necessary.

The "meteorite," which reportedly motivated Luke to divert from his planned route, must have been the probe droid. Had the Commander not then been attacked by the wampa, he might have found the droid sooner and been able to disable it, thus avoiding the unfortunate events to come.

Soon after moving away from its first contact, the probe droid vectored in on the detected signal's probable destination point, triangulating from its last known position. There was a long period in which the probe made no contact whatsoever. Tactical logs indicate that

during the night blizzard that threatened Commander Skywalker, the probot detected and destroyed a wampaice creature. Only with the most advanced Imperial sensor technology that the probot was able to detect a wampa during a blizzard when we had trouble finding them in our own base! From the look of the modified emitter units mounted along the droid's surface, this model was modified with a power-intensive particle shield that protected it from the thick of the blizzard.

In the early hours of the Hoth morning, the droid apparently ceased operation entirely, conserving energy or shunting it to its shield. The droid reappeared when the sun rose, cresting the rise of a snow bank in zone 12. Immediately upon its first sight and analysis of the Alliance power generator, the droid began audio-visual recording of the contact. Following its programming, the droid then beamed, on omnisignal unicode, a transmission concerning its find. The signal was undoubtedly received by the Imperial fleet shortly thereafter, and the skiffing was out of the sack. At this point, Echo Base's fate was unavoidable.

With the initial contact reported, the probot continued its mission: observing troop movements and positions. It mapped out the Echo Base defenses meticulously, including the surrounding trenches, artillery emplacements, and even the size, model, and location of the ion cannon. All of this information was no doubt invaluable to General Veers and his Imperial assault commanders, and it explains much about the Empire's preparedness for the battle and its efficiency in wiping out all Rebel resistance.

Before the droid had a chance to implement its "sabotage and disruption" programming, the Echo Base command center received a transmission from Echo station three-eight. The probe droid was discovered. Captain Solo and the Wookiee, Chewbacca, were dispatched to deal with the spy machine, and deal with it they did. The droid scanned the approach of its two enemy assailants. But the two seemed to know what they were doing, and trapped the droid despite its evasive maneuvers. After a quick and lethal game of "decoy," Solo and his furry companion blasted the confused droid. Captain Solo's shot was only meant to disable the droid's motor functions, since he hoped to take the droid "alive," but override programming kicked-in and the probe droid immediately self-destructed.

cannon, and built-in self-destruct programming.

As time went on, probot manufacturers began developing droids specifically for Imperial military applications. The resulting probe droids are faster, more lethal and much more efficient at finding Rebels.

The specific type of probot that discovered the Hoth base was an Arakyd Viper. Vipers are launched from Imperial Star Destroyers with a specific destination in mind. The probe droid is carried in a streamlined hyperdrive and sublight drive-equipped pod, which it sheds upon landing on the designated world. Then begins the search of the world. If anything is uncovered, it can transmit audio, video, and data through its non-mass transceiver broadcast antenna. The droid's advanced transmitting equipment then works in combination with the HoloNet transceivers to reach a Star Destroyer's extremely sensitive receiving equipment, allowing for clean communication over long distances.

If the Empire perfects this new, devastatingly effective information-gathering resources and begins to fully employ the abilities of the probe droids to the full extent that they are capable of being used, the Rebellion's days of running and hiding may be coming to an end.

The Arakyd Viper on Hoth was originally launched by the Star Destroyer *Avenger*, which also targeted the Allyuen and Tokmia systems. While the Hoth Rebels found the probe droid, they were not able to destroy it before it could send its encoded message back to the Imperial fleet. It completed its programming by self-destructing before the Rebels could capture it.

■ Arakyd Viper Probe Droid

Type: Arakyd Viper Probe Droid

DEXTERITY 3D

Blaster 4D

KNOWLEDGE 2D+2

Planetary systems 4D

MECHANICAL 3D

Sensors 6D

PERCEPTION 3D

Search 4D, search: tracking 7D+1

STRENGTH 4D

TECHNICAL 2D+1

Equipped With:

- Long range sensor (+1D to search for objects between 200 meters and five kilometers away)
- Movement sensor (+2D to search for moving objects up to 100 meters away)
- Atmosphere sensor can determine atmosphere class (Type I, Type II, Type III or Type IV) within one half-hour
- Blaster cannon (4D+2)
- Self-destruct mechanism
- Repulsor generator for movement over any terrain
- Several retractable manipulator arms
- Several retractable sensor arms for gathering samples

Move: 14

Size: 1.6 meters

Cost: 14,500

■ Probot Hyperspace Pod

Craft: Arakyd Probe-mate Hyperspace Pod

Type: Probot hyperspace pod

Scale: Starfighter

Length: 3.4 meters

Crew: None (fully automated droid brain with astrogation 6D, space transports 4D)

Passengers: Probot

Consumables: 1 month

Cost: 22,500

Hyperdrive Multiplier: x1

Nav Computer: Limited to 1 jump

Space: 8

Atmosphere: 415;1,200 kmh (descent capable only)

Hull: 2D

Sensors:

Passive: 100/1D

Scan: 200/2D

Search: 300/3D

Focus: 10/4D

Sensor Baffler: +2D to difficulty to detect pod with sensors

Wampa Ice Creature

The gusting winds of Hoth howl with an echoing ferocity. It is a howl that causes heads to turn warily and fingers to curl around triggers. Not for fear of the icy wind itself, but rather for what that howl may represent — the dread cry of the hunting wampa ice creature. The howl is one of the wampa's greatest natural gifts, for it blends in almost imperceptibly with the planet's whipping winds. Only the creatures themselves seem to be able to tell the two sounds apart. Thus, the howl provides the wampas with a highly efficient form of communication that often proves lethal to disoriented prey.

The wampas are fearsome beasts, standing almost three meters in height and possessing razor-sharp claws and a deadly, fanged maw. Older wampas possess horns, which grow larger with age. Aided by an acute sense of smell and a well-camouflaged coat of thick, white fur, they roam the icy plains of Hoth and prey on near-helpless animals, such as the peaceful tauntaun. Commander Skywalker's close, and nearly fatal, encounter with one of these ferocious beasts has provided much information about the species.

The wampas apparently make their home in the ice caverns beneath the surface of Hoth. After disabling their prey, they drag it off to their lair, suspending the fresh catch from the ceiling. The exact method for doing this is unknown. The wampas apparently prefer fresh meat, so victims are often kept alive.

It is believed that wampas are solitary predators. Wampa lairs that have been discovered thus far have obviously been used by a single beast, pointing to the frightening fact that the huge amounts of stored prey discovered in each lair were killed by a single wampa — a creature that must be the ruling predator over most of the planet's surface.

The Horror By Night

From the data-journal of Voren Na'al

I tell you this story in my own words, for I was there, in the frozen caves of ice, living that nightmare along with the rest of the men and women at the Hoth base. I think the main reason for the incident being so frightening to the people involved was that it came without warning. Markers had been placed, kilometers of territory scouted, and a blanketing sensor array set up, but all the signs were the same. Aside from the few passive tauntauns we encountered, or the occasional snowmouse, we detected no life forms near Echo Base.

With this in mind, a feeling of security seemed to settle over us. Aside from the frigid elements of this world, there seemed to be very little danger. Perhaps it was this feeling of security that caused the abandonment of some of the usual safety precautions. Standard Operating Procedure dictated that mounted scouts were to be sent out in pairs so that they might be better prepared in case of unforeseen danger. But the lack of any apparent danger and a lack of trained personnel soon forced the scouts to travel by themselves. They reasoned that they could cover twice the territory this way.

One of the earliest indications that we were not alone was a discovery of a dead tauntaun just outside the base. When brought before 2-1B, the medical droid determined that its neck had been broken. Knowing the sheer strength of the stubborn tauntauns when I helped saddle a few, the idea that something could snap a tauntaun's neck was more than a little alarming. Major Derlin logged it in his reports as something to look into when time permitted, but there were, understandably, other pressing concerns.

The first unmistakable sign of trouble came when Commander Skywalker failed to report in after placing his sensor beacons. Captain Solo went out into the deadly cold night after his friend, a seemingly suicidal act. It was a dark and sleepless night for everyone, but it thankfully

ended with a sun-drenched morning and the rescue of both Skywalker and Solo. But the disturbing result of the near disaster was that Luke had been attacked by something. His face was deeply gashed and his cheekbone crushed. The symmetry of the cuts suggested claws — very large, very sharp claws. Something was out there after all.

When Luke revived from the bacta tank, he confirmed our suspicions. He was apparently attacked by some sort of creature, a full three meters in height, with deadly claws and a nasty temperament. He had only seen one of the beasts, but where there's one, there must be more. Immediately, base security was stepped up. Major Derlin ordered regular perimeter patrols, and scouting expeditions went back to the buddy system.

There was no way for anyone to have known what would happen next. True, all of us became a bit more cautious after Commander Skywalker's experience, but no one knew the true extent of the problem. No one possibly could have guessed. That is, until the following evening.

It started with the howling. Not an unusual noise, due to the high, whipping winds of Hoth, but this night it was stronger than usual, and somehow more chilling. Next came the attack on Bervin, and a brief, panicked comlink call, abruptly cut off by a bellowing inhuman roar and a horrified, distinctly human scream.

I was in the command center that night with Major Derlin when the call came in. We rushed to

Bervin's perimeter post only to find the signs of a struggle, but no sign of Bervin himself. Blood was spattered against the far wall of snow, where a large cave-in had occurred. The blood trail followed

the shallow trench where Bervin's body had apparently been dragged out through the caved-in wall and into the icy-cold night of Hoth.

Before long the calls began to come in. Reports of attacks all along the perimeter, following the same pattern as this one, streamed into command. They all sounded ominously the same: a lone sentry, attacked and dragged off into the darkness. We made preparations to ready the speeders for night action, but there was no need. The beasts came to us. Crashing through our carefully carved walls of ice and snow as if those walls were made of so much flat-foil, they came. With claw and fang glistening with blood of fresh kill and howling their blood-curdling howls, they came.

And at the heart of their seemingly mindless attacks was one common item. This had gone unnoticed for numerous incidents, until it was brought to Major Derlin's attention by C-3PO and R2-D2. May the Force always look over those two droids. They noticed that the high-pitched beeping of astromech droids scattered throughout Echo Base drove the ice creatures into berserker rages. Artoo was even threatened by such an attack. Finally, we had an advantage.

The beings of Echo Base had all seen much worse than the wampas in the fanged, howling monsters of the Empire. They held off the beasts with courage, determinations, innovation and some heavy artillery. The creatures outside the base fled. They must have had their fill of heavy blaster fire, for we never saw them again. The creatures inside the base were rounded up by using recordings of astromech droids to drive them out of the dark, icy crevasses. These massive animals were stunned into incapacitation, and stored in heavily shielded pens in less vital sections of Echo Base. Rebel personnel knew the yellow and orange warning signs that adorned the pen doors, nicknaming them "do not disturb" signs.

Although taken with humor, there was a very frightening aspect about the wampa attacks. The apparent intelligence of these beasts was as chilling as any Hoth night. They worked together, in coordinated attacks, probably to defend themselves from what they perceived as an invasion of their territory. Had we remained longer on that frozen world, I have no doubt that we would have had more nights filled with their horror.



Even more unsettling than this is the theory that the beasts must possess at least rudimentary intelligence. Through extensive research into the records of other creatures that appear to be similar to the wampa, evidence has been found that suggests mass coordinated attacks made by these monsters. In some cases, these attacks laid waste to entire outposts of colonists. The Alliance's experience with the beasts bears out this theory.

Research has revealed the existence of a certain sub-class of big game hunters who specialize in the "sporting" hunt of large predators like the wampa. Wampa pelts or stuffed heads are prized trophies among hunters. Wampa "souvenirs" and even clothing made of wampa fur have been known to command a high price at galactic trading posts. There may be a few members of the Rebel Alliance who would take great pleasure in purchasing some of these souvenirs, just for the fleeting feeling of revenge that it might give them, knowing that somewhere a wampa had been made to pay for its viciousness.

■ Wampa Ice Creature

Type: Snow Predator

DEXTERITY 3D

PERCEPTION 4D

Search: tracking arctic 6D, sneak: arctic 7D

STRENGTH 7D

Special Abilities:

Claws: Do 7D+1 damage.

Teeth: Do 7D+2 damage.

Camouflage: +3D to sneak in arctic climates; heat-diffusing body ads +2D against detection by sensor.

Howling language: Allows wampas to communicate, using Hoth's winds to hide their speech.

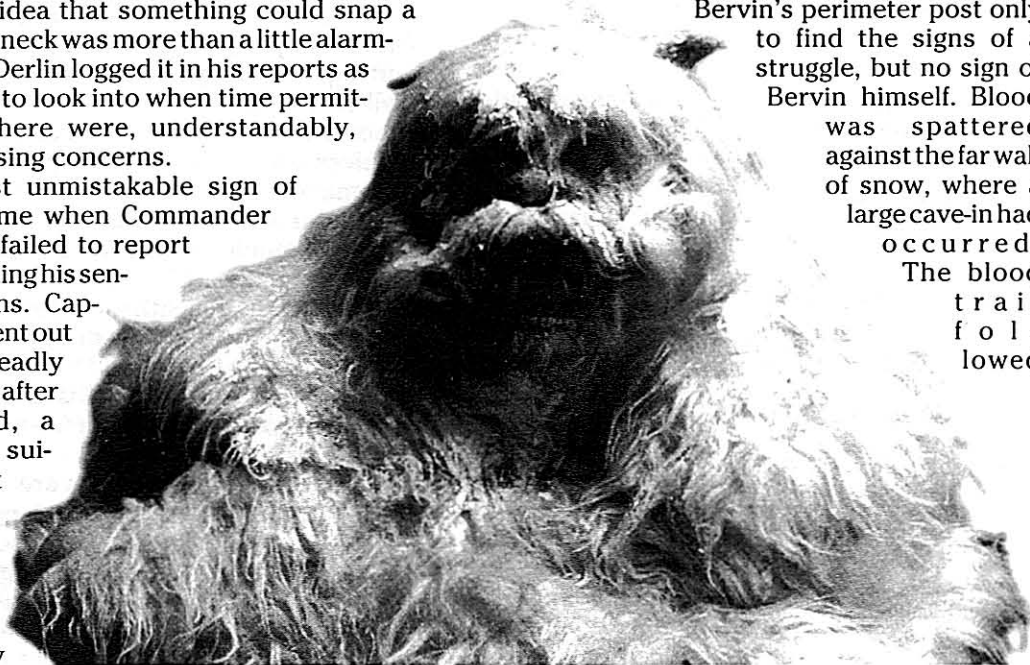
Move: 13

Size: Up to 3 meters tall

Scale: Creature

Tauntauns

Perhaps the most visible of Hoth's native life-forms are the spitting, gurgling tauntauns. Scampering across the frozen plains in herds, tauntauns were tamed and used as transport by scouts of Echo Base with surprising ease. Most of the tauntauns used as mounts were females. All



tauntauns were neutered prior to service to make them more docile.

Tauntauns stand about 1.3 to two meters tall, have remarkably freeze-resistant blood and inner organs, and a thick layer of fat and fur for insulation. Tauntauns have four nostrils; the larger pair are used to bring oxygen into the blood stream during physical exertion. When the blizzard winds blow, and tauntauns lay down for the night, the larger pair seal to keep snow out, and the second pair take over. Tauntaun females compete for mates, and have curved horns on the sides of their heads that they use in physical contests.

A well-muscled tail extends about a meter long, and helps the tauntaun maintain its balance. Tauntauns have clawed feet and hands to gain purchase on the ice, and tauntaun feet are tridactyl, with splayed toes to act as natural snowshoes.

Tauntauns are omnivorous, feeding on a type of fungus that grow just beneath the frost layer. They have been known to eat the odd frozen carrion or ice-scrabbler. Tauntauns exude some of their waste products and oils through special ducts on their skin, giving them a very foul odor.

Tauntauns tend to be ill-tempered, no doubt a result of evolving in such an inhospitable environment. A peculiar form of "attack" among the females, and some of the males, during mating season is their spitting ability. Tauntauns spit at each other's eyes, with surprising accuracy.

While the smelly saliva is by no means deadly, having any liquid freeze near your eyes in a Hoth blizzard can be quite inconvenient.

■ Tauntaun

Type: Arctic Climate Omnivore

DEXTERITY 2D

PERCEPTION 3D

STRENGTH 4D

Special Abilities:

Charge Attack: Does STR+1D+1 damage.

Arctic Creature: Tauntauns can withstand frigid temperatures that are deadly to many other creatures (although their stamina in the cold is not unlimited).

Move: 16

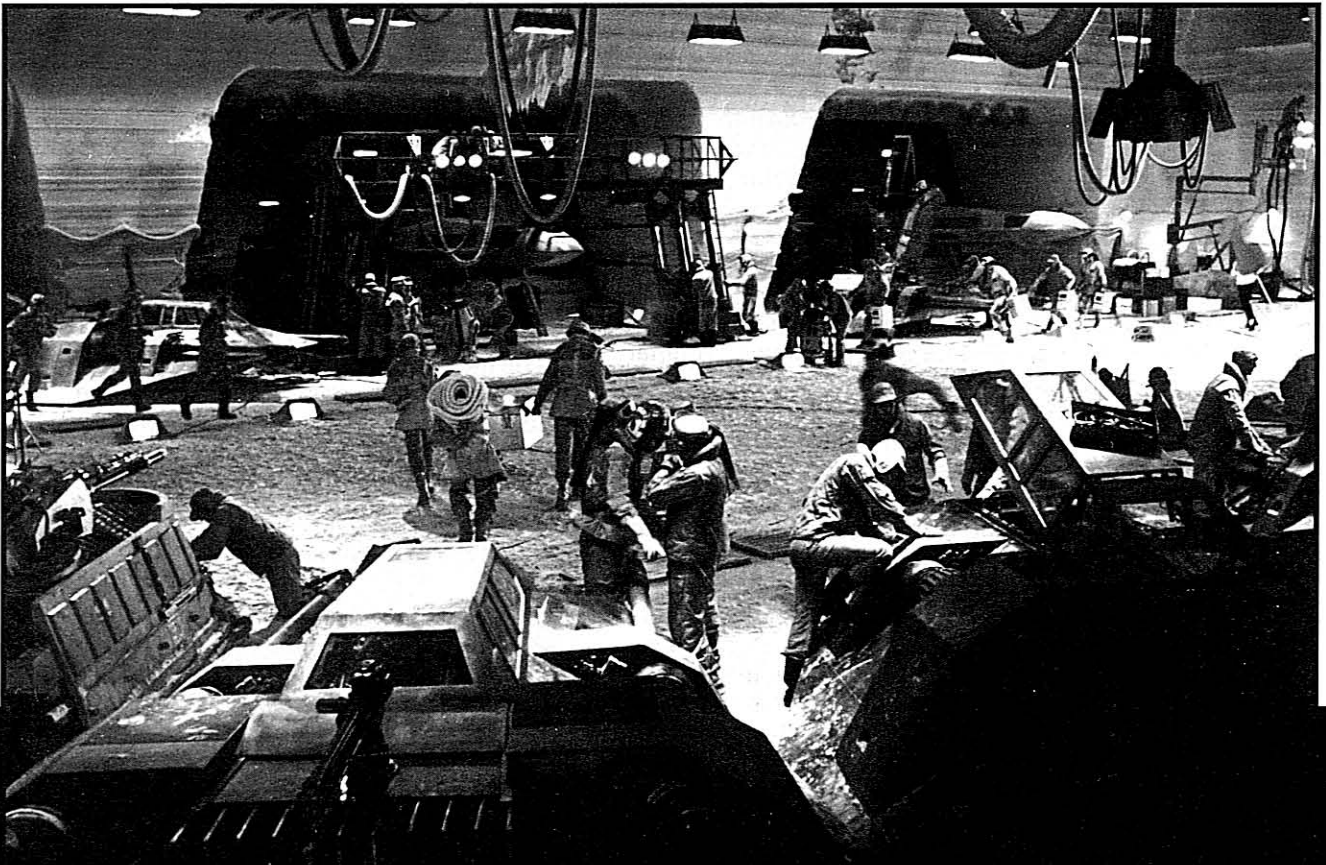
Size: Adults stand 1.3 to 2 meters at the shoulder

Orneriness: 1D



Chapter Two

ECHO BASE



"Imperial troops have entered the base! Imperial troops have entered the —"

— Rebel Officer

The following is research uncovered from the Halowan trans-data library

Echo Base was not the first outpost to be established in the frozen caverns of Hoth. Many of the planet's northern glacial plains are hollowed out naturally by volcanic and seismic activity. These vast networks of caverns in the ice have harbored smugglers and pirates alike, as well as Imperial and Rebels.

Years ago, a weapons and vehicle depot belonging to a small-time Mon Calamari criminal named Salmakk occupied one of Hoth's caverns. Later an Imperial Governor, Lexhannen, used it as a place to hide himself and his daughter, Frija, from political enemies.

When Alliance High Command agreed to use Hoth as their headquarters, the task fell to Major Kem Monnon and his Alliance Corps of Engineers to carve Echo Base out of the living ice. Monnon, a capable engineer and respected leader, led his crew through the cold hardship of carving a base out of the ice with laser-borers, mechanical drills and more than a few mitts and vibrospades. Echo Base used a combination of high-yield power generators and naturally occurring volcanic heat sinks as power sources, and had a state-of-the-art command, communication and medical center. With all the effort, Echo Base was ultimately designed to be abandoned. Communication and power lines were mounted on wall exteriors for easy take-down during evacuation procedures. As Monnon and his crew often remarked, "It's not pretty, but it works."

Echo Base was designed to support several thousand military, diplomatic and support personnel. The base featured two main hangars. The northernmost was for small ship and vehicle launches, used for immediate deployment and scout missions. The southern hangar, at the end of the south slope, supported a larger staging area. Because the Alliance Fleet was dispersed around the galaxy, set to rendezvous beyond the Galactic Rim, Echo Base was not designed to handle any starships bigger than a medium transport.

Echo Base Hoth was protected by one thousand SpecForce troopers trained in cold climate combat. A series of weapons emplacement was designed to deter any ground assault, and a KDY v-150 Planet Defender ion cannon protected Hoth's skies. For further protection, Echo Base employed a powerful planetary shield, capable of deflecting any bombardment.

General Carlist Rieekan

The men and women of Echo Base considered General Rieekan a serious, grim man. The general's brows seemed to be in a permanently furrowed state due to excessive worry. But it was not without reason that the General worried so.

Perhaps, the Rebels of the Hoth base would not have made light of the General's mood had they known of his background. Rieekan grew up on the peace-loving world of Alderaan. Even prior to its banning of all weapons after the Clone Wars, Alderaan had always perceived itself as a world of idyllic peace, with no need for war or warriors. Rieekan was a man who fought, not because he wanted to, but because he knew that some battles had to be fought to prevent greater tragedies in the future. He was a staunch idealist who believed in fighting for those ideals.

He left his home planet at the age of 17 to join the Army of the Republic. The young Rieekan was a natural leader who quickly moved up through the ranks and then entered Officer Candidate School. Being an idealist, it was natural that the young, newly appointed officer would fall in with others who held similar beliefs, such as his close friends, Jan Dodonna, Adar Tallon, and later, Crix Madine.

When the New Order began to take hold, Rieekan naturally chose to follow what he believed in. He joined the Rebel Alliance. There, Rieekan found many who believed as he did — many even from his homeworld of Alderaan. At the forefront of the surprising revelations that confronted Rieekan were the true feelings of the

Royal House of Alderaan, the Organas, always chief proponents of the way of peace. Bail Organa and his daughter were secretly key figures in the Alliance, and Rieekan found joy in this discovery.

Rieekan was put in command of the covert Rebel operations in and around the Alderaan system. As public figures connected with the Imperial Senate, the Organas could not be seen with direct Rebel connections. But it was circumstances that occurred during Rieekan's tenure in this position that caused the general so much grief and guilt, turning his once familiar traits of aggression and optimism into caution and worry.

He was inspecting the new satellite transmission station in a far orbit around Delaya, a sister world of Alderaan's, when the great disaster occurred. When the Death Star battle station appeared in orbit around Alderaan, the panicked calls came in to Rieekan almost immediately. People pleaded for help, for evacuation ships, for anything. Never mind that there wasn't time to evacuate, or that nothing was capable of disabling that Imperial monstrosity.

Rieekan feared that evacuation then would be admitting the Alliance's knowledge of the Death Star to the Empire. If they saw thousands of starships suddenly lift off from the planet, the Imperials would surely take that as confirmation of the planet's Rebel connections. Planets loyal to the Empire have nothing to fear, the bureaucrats would argue. *No*, he thought. *We'll sit tight*



and hope this is all a bluff, or some kind of display of force meant to scare us into submission.

Minutes later, the Empire proved that it was not bluffing. The planet was vaporized. Countless lives were instantly extinguished. Never again would Rieekan underestimate the ruthlessness of the Empire. While there was little he could do, Rieekan blamed himself for not taking what action he could have. After that dreadful incident, for Rieekan, it became caution before subtlety, and aggression and worry before confidence and action. Never again would he gamble with the lives of those under his command.

On Hoth, Rieekan was given the rank of theater commander in charge of all Rebel ground and fleet forces in the Hoth system. He designed the delaying defense that allowed Alliance personnel to escape, but even this action was not without pain. He knew when he gave the orders that many brave beings would die so that the bulk of the Alliance forces could escape. It was a difficult decision, but one that was made of necessity.

■ General Carlist Rieekan

Type: Alliance General

DEXTERITY 2D+2

Blaster 4D, dodge 4D+2, melee combat 3D+1

KNOWLEDGE 3D

Bureaucracy 4D+2, military history 5D, tactics: fleets 7D, tactics: planetary defenses 9D, tactics: sieges 8D, tactics: starfighters 6D

MECHANICAL 3D+2

Repulsorlift operation 4D+1

PERCEPTION 3D+1

Bargain 4D, command 6D, command: Echo Base troops 9D+2

STRENGTH 2D+1

Brawling 3D+1, stamina 4D

TECHNICAL 3D

Demolitions 4D, repulsorlift repair 4D+2

Character Points: 10

Move: 10

Equipment: Blaster pistol (4D), comlink

Major Bren Derlin

"Your Highness, there is nothing more we can do tonight. The shield doors must be closed."

Those were the most difficult orders that Bren Derlin ever had to give. Skywalker and Solo were valued members of the Alliance, but more than that, they were his friends. A great respect had grown between Derlin, the officer in charge of Hoth base security and operations, and Skywalker and Solo, the two commanding field officers.

Major Derlin's prime duty on Hoth was to ensure that Echo Base was up and functioning no matter what happened. It was a quiet, thankless, behind-the-scenes battle against the elements. Not an easy task by any stretch of the imagination.

Major Derlin was put in charge of the base's security and operations after being promoted by General Rieekan for actions on Nentan. Rieekan's

decision proved popular and wise, as Derlin served Echo Base well.

Derlin's rise to the rank of major is worth noting. Captain Derlin had served under Rieekan for quite a while, seeing campaign action in numerous skirmishes across the galaxy. But it was at Nentan that Derlin truly earned and was



awarded the rank of major. The Nentan checkpoint base was barely two months old when the evacuation orders were given. But this was no ordinary evacuation, because there were civilians involved.

Nentan had become a major stop-

over point for liberated civilians waiting for transport to Rebel safe worlds. When the Empire discovered the base's location, the bunkers were at close to total capacity. Naturally, the civilians were to be evacuated first, but because they were so numerous, there were not enough transports to evacuate everyone. Some of the military personnel had to be left behind. There were volunteers, but this was not an acceptable solution to General Rieekan. Derlin offered him another, more acceptable solution.

He led an "expendable" squad of men into the Nentan wastes, along with the remaining personnel. They hid among the towering rock spires of the ancient ruins there. When the Imperial troops arrived, they hit the abandoned base with their full force, as Derlin knew they would. It was the Empire's style to throw everything it had at an enemy in as impressive a show of force as possible.

When the Imperial troops swept down into the valley to level the base, they left their transports under minimal guard. It was relatively easy for Derlin and his men, who approached through the natural cover behind the landing area, to capture one of the Imperial transports. With the guards eliminated, the remaining Alliance members crept aboard. The transport, with a full cargo of Rebels, rocketed off the planet before the Imperials knew what was happening. Even the commander of the Imperial Star Destroyer orbiting the planet was taken by surprise, figuring the transport was merely moving prisoners or captured equipment. The stolen ship was in hyperspace before the Imperials could so much as ask for a code clearance.

With his well-documented heroics at Nentan

behind him, newly-promoted Major Derlin was an obvious choice for head of security and operations at the Hoth base. "There is no one else I would even consider," was the response from General Rieekan when asked about his choice for the post, a decision supported by the troops of Echo Base.

■ Major Bren Derlin

Type: Alliance Major

DEXTERITY 3D

Blaster 4D+2, blaster artillery 5D, dodge 4D, vehicle blasters 4D

KNOWLEDGE 3D

Survival 4D+2, tactics: squads 6D, value 4D

MECHANICAL 4D

Beast riding 4D+1, repulsorlift operation 5D

PERCEPTION 3D

Command 5D, search 4D

STRENGTH 3D

Brawling 4D, stamina 5D

TECHNICAL 2D

Repulsorlift repair 3D, security 4D

Character Points: 11

Move: 10

Equipment: Blaster pistol (4D), macrobinoculars, comlink

Too-Onebee

The Alliance subsists on the courage and dedication of its members, organic beings and droids. Certain of the Rebellion's mechanical members were purchased by the Alliance, and others were brought in when their owners joined the Alliance. But there are some droids who have volunteered for the Rebellion.

Among these rare independent mechanicals is Too-Onebee (2-1B). This highly sophisticated medical droid belongs to an older, yet remarkably astute series. Because of their intellect, many of these droids are fiercely independent, and Too-Onebee is no exception. He joined the Alliance after a stint on Firro, where he was busy patching up the populace after the planet was subjugated by the Empire. Numerous atrocities were committed on Firro, and Imperial medical droid Too-Onebee was left with the nearly insurmountable task of trying to help those people.

After months of seeing an unceasing flow of casualties, the number of wounded began to decrease, as the Empire settled in for a long occupation of the humbled planet. At about that time, the newly proclaimed Imperial Governor of Firro, one Lord Cuvir, witnessed the efficiency of Too-Onebee while on a visit to a crowded relief station. Seeing the droid's skill and determination, Cuvir placed his own desires above the needs of the wounded and took Too-Onebee on as his personal physician.

Too-Onebee was distressed over having to leave the still large number of wounded on Firro, but the droid had little choice and was forced to accompany Lord Cuvir. Although he disapproved

of the overbearing Cuvir and his methods, Too-Onebee served him faithfully for some time, obeying his overriding programming directive — to heal living beings no matter whom they might be. Deep down, however, Too-Onebee longed to be able to serve those he thought were on the side of “right,” and before long, that chance came to him.

Too-Onebee accompanied Lord Cuvir on a visit to Wor Tandell. While examining the medical facilities at the governor’s mansion, Too-Onebee heard a blaster shot. Thinking that his assistance might be needed, the droid rushed to the source of the shot. When he arrived, Too-Onebee found a governor’s aide standing over the lifeless body of Lord Cuvir. A recently discharged blaster pistol lay discarded on the floor at the aide’s feet. Although Too-Onebee had witnessed countless atrocities committed by Cuvir and considered him to be the most truly evil being he had ever encountered, the noble droid was true to his programming and tried to save his fallen master. The skilled droid’s efforts proved fruitless, however, as the stricken Imperial Governor was beyond repair.

Much to Too-Onebee’s surprise, the aide did not order the droid’s memory wiped for having witnessed the terrible events. Rather, he asked for the droid’s trust and silence on the matter, telling him that the killing was unavoidable. The

aide identified himself as Tiree, a Rebel agent working in the Imperial Governor’s mansion. Lord Cuvir had discovered Tiree preparing a coded datapad full of Imperial fleet movements in the Tandell system, and was about to arrest him under suspicion of being a Rebel when a scuffle ensued. Tiree did not want to kill Cuvir, but he also did not want his mission undermined. Too-Onebee believed Tiree, for the droid had long thought about the rumored rebellion.

Too-Onebee decided to join the Rebel Alliance. After a few adventures at Tiree’s side, the droid was assigned as chief of surgery for the newly-opened Rebel base on the ice planet Hoth. He performed brilliantly for the Alliance, saving the life of many Rebels, including Luke Skywalker.

That event is still talked about. After Commander Skywalker suffered grievous wounds at the claws of a wampa and then spent an extended period in the sub-freezing temperatures of Hoth’s wilderness, he was brought in for ministrations by the medical droid. Too-Onebee used all his skill and training — and a fully prepared bacta tank — to bring Skywalker back to health in record time.

Later, after Skywalker returned to the fleet, Too-Onebee was again called upon to administer to young Skywalker. This time the droid had to equip the commander with a cyborg replacement for his severed right hand.

■ Too-Onebee

Model: Genetech 2-1B surgical droid

DEXTERITY 1D

KNOWLEDGE 2D

Alien species 5D

MECHANICAL 2D

(A) Bacta tank operation 5D

PERCEPTION 3D

(A) Injury/ailment diagnostics 6D

STRENGTH 1D

TECHNICAL 3D

First aid 6D, (A) medicine 9D

Equipped With:

- Computer interface tether (range of 5 meters): interface adds 2D to all medical skills.
- Medical diagnostic computer
- Analytical computer
- Surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers

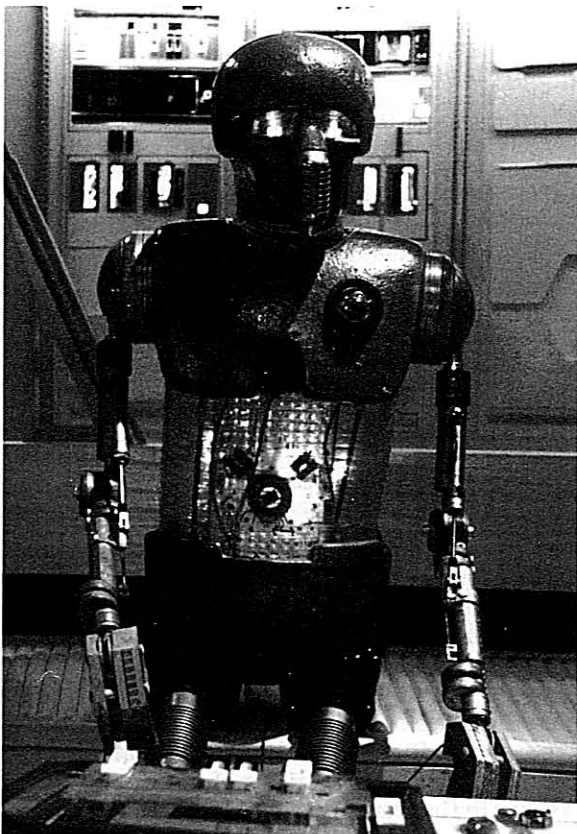
Move: 4

Size: 1.5 meters

Cost: 4,300

FX-7

Since replaced with Industrial Automaton’s Emdee series of medical assistant droids, the FX-7 model is an antiquated holdover in use in several Alliance installations. Developed by the now-defunct Medtech Industries, the FX series (nicknamed the “Fixit” series) comprised nine model lines, filling numerous roles.



The FX-7 serves as an assistant to surgeons — whether living or automated. It has a wide array of sophisticated appendages, arranged around its cylindrical body. The number of arms varied throughout the line, but 20 appendages was the norm. Because medical needs varied from sector to sector, Medtech specifically designed the appendages and storage slots to be modular. Located on the upper half of the droid's shaft-like body is its main manipulator, which features a removable grasper that can be replaced with specific tools.

The FX-7's cap-like head is a cluster of sophisticated medical sensors and diagnostic equipment. The standard FX-7 lacks a vocoder, but has an expansion slot that allows for the addition of one. In lieu of vocal communication, the FX-7 has readout screens and a scomp link for direct access to medical computers or other droids.

Like many medical droids, the FX-7 lacks mobility. It is designed to be placed at a specific medical station, and kept in one location for the duration of its service. An optional repulsortank, which was also manufactured by Medtech, allows the droid to be carried from place to place. Since Medtech's demise, the Alliance procured several warehouses-full of surplus FX models, or have since acquired them used or on the black market.

■ FX-7

Model: Medtech Industries Medical Assistant Droid

DEXTERITY 0D

KNOWLEDGE 2D

Alien species 4D

MECHANICAL 1D

(A) Bacta tank operation 4D

PERCEPTION 2D

(A) Injury/ailment diagnostics 4D

STRENGTH 1D

TECHNICAL 2D

First aid 4D, (A) medicine 5D

Equipped With:

- Medical computer scomp link: interface to adequate medical computer or surgeon droid adds 2D to all *medical* skills.
- Medical diagnostic computer and sensor
- Analytical computer and sensors
- 20 light manipulator arms
- One main manipulator
- Surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers

Move: 0

Size: 1.7 meters

Cost: 3,500 (available used only)

K-3PO

Kay-Threepio originally belonged to Commander Narra, the veteran leader of Renegade Flight, a group of X-wing starfighters attached to Alliance High Command. Narra's flight had the task of protecting vital Alliance transport convoys that supplied the constantly-moving Command Headquarters. Narra, a military aficionado,

had kept accurate records and memoirs of his various missions and assignments. Because these documents often had top secret Alliance information, Narra only kept them in shielded files contained in Kay-Threepio.

As the years passed, Narra neglected to regularly have Kay's memory wiped. This wasn't because the droid was developing a pleasant personality, far from it. Instead, Kay-Threepio didn't develop any personality at all. Instead, the accumulated military tactics and files Narra had installed in the droid began to somehow bleed into the droid's comprehension circuits. During the Battle of Ton-Falk, an off-hand remark by Kay to Narra revealed an ingeniously simple tactic that Narra and his forces exploited. The resulting losses by the Empire, two frigates and a Dreadnaught, proved Kay-Threepio's value.

Narra petitioned Kay-Threepio to be recognized by Alliance High Command, and after some initial disputes, Kay was assigned to the Support services branch of the Alliance. Kay served as a coordinator droid for all the droids in Alliance High Command, serving at the Yavin base, and the temporary Thila outpost. Kay concluded his service at Echo Base, where See-Threepio considered him to be "an officious dullard." Nonetheless, Kay fulfilled his duty well, and was destroyed when the command center was hit during the Battle of Hoth.

■ Kay-Threepio

Type: Cybot Galactica 3P0 Human-Cyborg Relations Droid

DEXTERITY 1D

KNOWLEDGE 3D+2

Alien species 4D, bureaucracy 6D, cultures 5D, languages 11D, military history 5D+2, planetary systems 5D, tactics: fleets 5D+1, tactics: starfighters 6D+2

MECHANICAL 1D

PERCEPTION 2D+1

Command 4D, command: Alliance High Command droids 6D+2

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors — human range
- Broad-band antenna receiver
- AA-1 Verbo-brain
- TranLang III Communication module with over six million languages.
- Vocabulator speech/sound system capable of providing an extraordinarily wide range of sound effects and exact impersonation of voices.

Character Points: 8

Move: 8

Size: 1.67 meters tall

Cost: Not available for sale

Colonel Ledick Firest

In the darkened war rooms of Echo Base men like General Rieekan and Major Derlin decided the movements and actions of the Rebel troopers, but in the freezing trenches of Hoth, Colonel Ledick Firest was the soldier responsible for

Renegade Flight

Building a Rebel base is difficult enough — keeping it supplied can sometimes be impossible. Assigned to the ever-mobile Alliance High Command Headquarters, Renegade Flight escorts any transport and cargo vessels bound for the most important of Rebel bases.

Renegade Flight is one of the oldest starfighter groups in the Alliance. It is named for the Incom design team that defected to the Rebellion early in the Civil War. Military lore has it that one of its fighters dates back to the original X-wing prototypes, but this is yet to be confirmed.

Renegade Flight was led by Commander Narra, a

veteran pilot nicknamed “Boss” by other members of the squadron. Narra and his skilled droid tactician, K-3PO, devised a stunning tactic that won the Battle of Ton-Falk. From this battle, in which the Empire suffered due to lack of starfighter support, Imperial tacticians developed the escort carrier.

The Empire had final revenge in orbit around Derra IV. Renegade flight was escorting a group of transports destined to Echo Base. The Imperials hypered in on the far side of Derra IV, using an escort carrier to disgorge dozens of TIE fighters. The transports were destroyed. All in Renegade Flight were killed.

carrying out those orders in the field. With the evacuation under way, Firest was left with only five companies of troops and two snowspeeder flights to carry out Evac Rearguard Action 101.

The call first came from Outpost Beta, Echo Base’s outermost manned station. Outpost Beta detected walkers two kilometers from the north ridge. Firest called the Code Red Alert that initiated the Battle of Hoth. All of the training that Firest experienced as a field commander in the Laramus Base Irregulars was used to a maximum during the Imperial engagement.

The overall plan, as outlined by General Rieekan, was a simple one: delay the approach of the Imperials long enough for all of the transports to get safely away. The specific plan, as outlined by Colonel Firest, was a bit more complicated. Firest knew that the perimeter could not be held long, and that although the Rebels had no hope of stopping the Imperial advance, they might be able to manipulate it, hindering the Imperial approach. The Imperials, Firest surmised, would first attack the power generator, in order to deactivate the shield, exposing the base to bombardment. This being the case, he would let the Imperials have what they wanted, letting them think that the generator was what they were trying to protect, not the highly vulnerable evacuation staging area, where the transports and their fighter escorts were lifting-off.

Following this plan, a relatively lightly defended corridor that led straight to the generator was created. Heavier gun emplacements were off to the side, in effect funneling the Imperial advance down the path the Rebels intended them to take. The entrenchments were prepared, and there was no doubt the Imperials already had a good deal of information gathered by their probe droid. Firest would need to give the impression that the Rebel defenses were as they appeared in the droid’s transmissions, when in fact they would be altered just enough to lead the Imperials the way he wanted them to go.

The mammoth AT-AT walkers plodding determinedly toward the power generator would be clustered in a relatively small grouping. That the AT-ATs stayed together was imperative if the snowspeeders, the real key to the Rebel defense, were to have any effect at all. By necessity, the walkers’ fire would be somewhat restricted by the possibility of their hitting each other, while the speeders zipped between them in close formation. At the same time, all of the Rebel’s concentrated defense kept the Imperials from deviating toward the evacuation staging area.

As for the soldiers themselves, their orders were terrifyingly simple: “Empty your magazine, fall back, reload, and do it again. When you’ve retreated back as far as station 3-7, sprint for the evacuation area and find transport. And hope that none of those mechanical monsters arbitrarily decides to pick on you in the process.” Only his harsh combat experience and military training allowed Firest to give these orders. He knew that many of the Alliance’s best and brightest soldiers would fall that day, carrying out his orders. Where it not for Firest, however, the casualties that die would undoubtedly be much higher. Firest survived the Battle of Hoth, escaping on the last transport off Hoth.

■ Colonel Ledick Firest

Type: Alliance Field Commander

DEXTERITY 3D

Blaster 7D+2, blaster artillery 5D, dodge 5D+2

KNOWLEDGE 3D

Intimidation 6D, planetary systems 5D, tactics: ground battles 5D+2

MECHANICAL 4D

Beast riding 5D

PERCEPTION 3D

Command 5D+1, search 5D, sneak 4D+2

STRENGTH 3D

Brawling 6D

TECHNICAL 3D

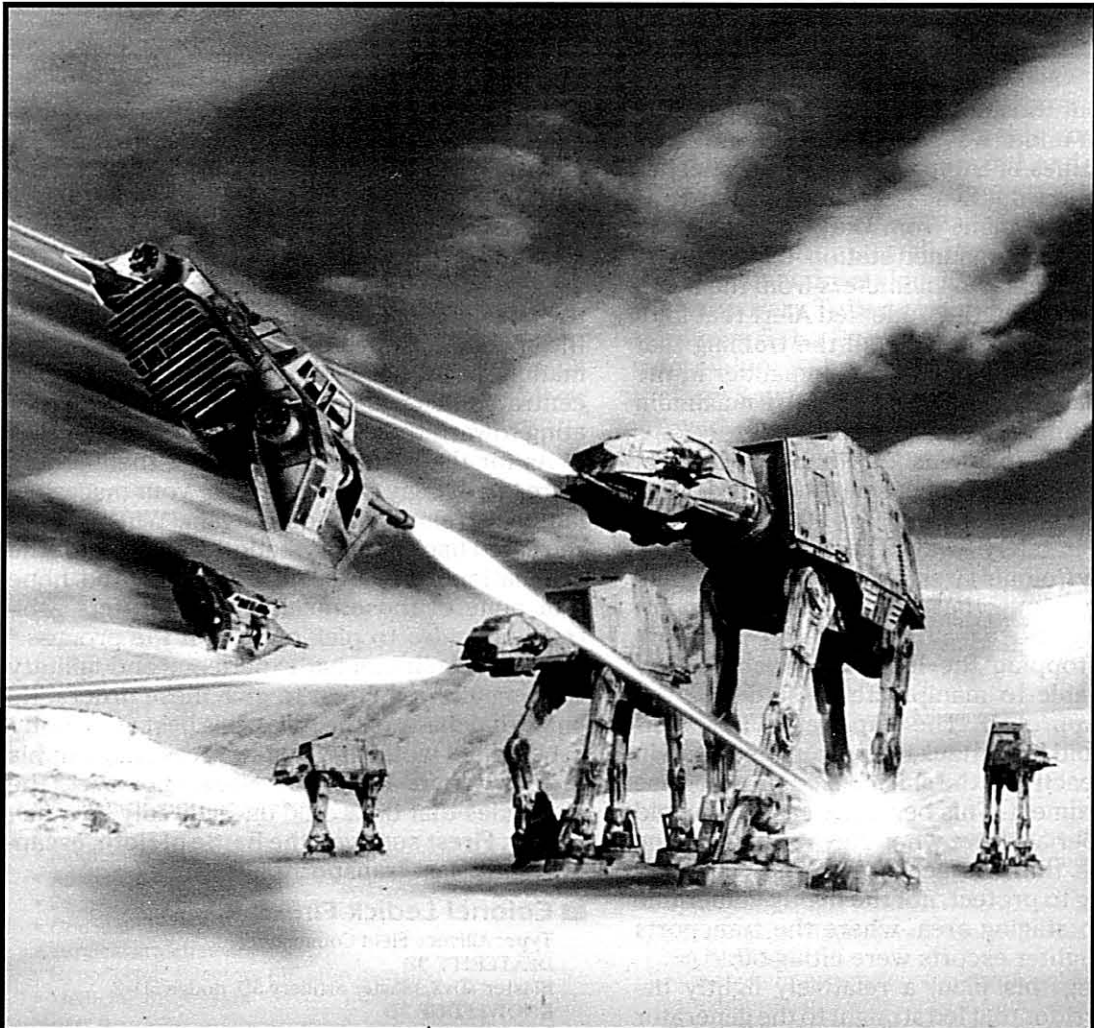
Character Points: 8

Move: 10

Equipment: Blaster rifle (5D), grenades (5D), comlink, macrobinoculars (+1D to search over 50 meters away), medpac.

Chapter Three

THE BATTLE OF HOTH



"Echo station three-t-eight. We have spotted Imperial walkers."

— Unidentified Rebel trooper

The Battle of Hoth was one of the major engagements in the history of the Galactic Civil War. The Rebel Alliance suffered a major defeat at the hands of Darth Vader's fleet. As soon as Alliance technicians confirmed the presence of the Imperial probot, Alliance command ordered the evacuation of Echo Base. The chronometer was already ticking, and General Rieekan knew that it would be impossible to complete the evacuation before the arrival of the Imperials. Echo Base prepared for battle while transports began lifting off.

Far too soon for the comfort of the Alliance, the Imperial fleet arrived in the Hoth system. Rebel system space monitors spotted the fleet as soon as it emerged from hyperspace. While the fleet had ample asteroid cover in the outer regions of the system, the Imperials chose to make a highly visible entrance close to Hoth itself.

Fortunately, the Alliance had enough time to raise the shields over Echo Base and charge up the planet-based ion cannon. As long as the Alliance's power generators remained in place, the Rebels could prevent a direct Imperial bombardment. The only way to take the Rebels would be through a protracted and bloody ground and low-altitude battle.

The shields covered an immense physical area, several hundreds of kilometers square. Under heavy TIE fighter escort, the Empire sent dropships filled with walkers and ground troops to the vast glacier field north of Echo Base. While the Alliance redeployed its ground forces to the north, the evacuation continued.

The Alliance matched a pair of X-wing starfighters with each transport. With precision timing, the Alliance dropped the shield for a few seconds, while the transport and the fighters entered low orbit. Simultaneously, the ion cannon fired several blasts to clear the path for the Rebel ships. This simple strategy helped a large number of Rebel transports escape throughout the battle.

Rebel advance posts were notified, with orders to observe the Imperial forces and relay

whatever data they could. They were to fall back just before being overrun. The posts commed back that they spotted Imperial All Terrain Armored Transport (AT-AT) walkers advancing toward Echo Base. The Alliance had little hope of stopping this offensive. Walkers were slower than many other vehicles, but they had formidable weapons, carried an impressive complement of troops and were nearly unstoppable.

The ground battle was a desperate holding action for the Rebel Alliance. The Rebels had to delay the Imperials from destroying the power generator for as long as possible. Unfortunately, the Alliance had only a few out-dated artillery pieces and a mere dozen snowspeeders to head off the Empire's devastating walkers.

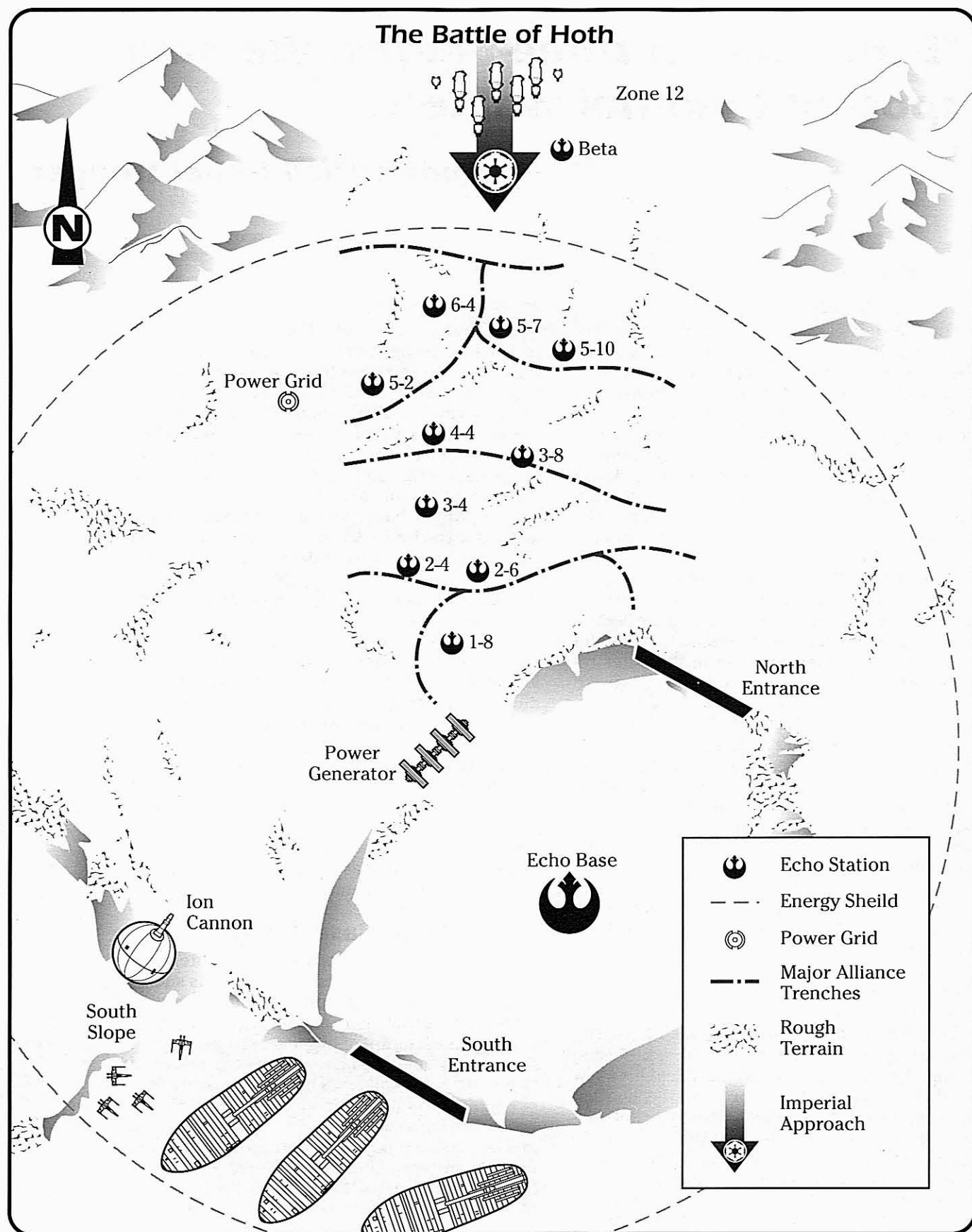
The Rebels clustered their soldiers and artillery pieces so that the walkers would face maximum firepower. It was vital to prevent the Imperials from taking the generator until Alliance command was evacuated.

In the end, the Battle of Hoth was a solid defeat for the Alliance. While Alliance command was evacuated and several walkers were downed by Commander Skywalker's Rogue Group, the Alliance suffered heavy casualties, as well as the destruction of Echo Base and the adjoining power generators and ion cannon emplacement.

Echo Base Troops

Brave is the only word that accurately describes the troops of Echo Base. There is such a thing as persevering in spite of insurmountable odds. Beyond that, there is standing with nothing more than a handful of low-level artillery pieces and blaster rifles against a full complement of Imperial AT-AT walkers. That is what the troops of Echo Base chose to do at the Battle of Hoth.

These troops stood staunchly against the odds, meeting an unstoppable Imperial force with grim determination and unswerving loyalty typical of Rebel forces. Some of these beings were veterans of many galactic campaigns, but on Hoth they fought shoulder-to-shoulder with green recruits,



Brian Schomburg

who were sweating out their first action against the Empire. A full complement of 1,000 SpecForce troops had to be weeded down to five companies to defend the evacuation action. These beings were all the Alliance had, all they could muster against the fully armed might of the Empire.

Astonishing acts of individual bravery were performed that day. The rallying cries of Rebel courage echoed across the valley as intrepid Rebels threw themselves at the supposedly unbeatable Imperial forces. Although few of these moments of heroism had any effect on the ultimate outcome of the battle, they served to show the overconfident Imperials what might be done with a handful of artillery pieces, a few blaster rifles, and courage.

Typical Echo Base Trooper. *Dexterity 3D+2, blaster 5D+2, blaster artillery 4D, dodge 4D, grenade 4D+2, Knowledge 1D, Mechanical 1D+1, Perception 1D+1, sneak 2D+1, Strength 3D, brawling 4D, stamina 4D+2, Technical 1D+2, demolition 2D+2.* Move: 10. Character Points: Varies, typi-

cally 0-5. Blaster rifle (5D), grenades (5D), comlink, macrobinoculars (+1D to *search* over 50 meters away), medpac.

Corporal Kelsome

Corporal Maren Kelsome was one of the many Rebel troops pushed into first time combat duty on the frigid plains of Hoth. Kelsome was transferred to Echo Base after his first assignment, a scout assigned to clean-up the remains of an Imperial base on the ice-world of Akuria II. Here, Kelsome performed adequately, sweeping retreating Imperial troopers from the gutted garrison, and allowing the native Akurians, nicknamed Snow Demons, reclaim their frigid world. The Rebel commander there, Colonel Odan, promoted Kelsome from private to corporal.

When the call for troops trained in arctic survival to protect the new Alliance base reached Odan, Kelsome answered the call and transferred to Hoth. There, under the tutelage of Colonel Firest, Kelsome learned how to function in a

In The Trenches

From the data-journal of Voren Na'al

Before Hoth, my combat experience had been extremely limited. Oh, there had been some tense moments and even a firefight or two in the past. In fact, situations like that are almost impossible to avoid while traveling with the Rebel Alliance. But nothing for me, or for that matter, for almost any of the other personnel at Echo Base, had come close to what we experienced beneath the blockade by the Imperial fleet. Nothing will ever silence the echo of the thundering footfalls of those massive Imperial walkers. There are nights when I wake up in a cold sweat, the nightmarish pounding still echoing in my mind.

When I first heard the distant thumping of those monstrous mechanical feet on the soft snowy surface of Hoth, I thought that it was perhaps my imagination. None of the soldiers around me were familiar with walkers — we had heard of them, but we had never seen one up close, or been able to imagine how terrifying those horrible machines could be.

The sound grew steadily louder. The ominous comlink call from our scouts on the North Ridge and ended with an abruptly cut-off sentence and the eerie crackle of a forcibly closed channel. Imperial walkers. The thought of facing those beasts with no true cover and no formidable combat vehicles was mind-numbing.

The only thing that prevented the fear from

running rampant in the ranks was that the tight, snowspeeder formation of Rogue Group roared overhead at that very moment. It prompted an inspired cheer from the nervous troops dug in all around me. We had seen our snowspeeder pilots perform maneuvers every day in the simulators, before the speeders had been adapted to the cold. But we had never seen the full squadron in flight, and it was a heartening sight. I'm not sure, but I think I remember seeing the lead speeder give a confident, if barely perceptible, waggle of his wings as it went by, almost as if to say "sit tight — we'll handle this."

But for all the confidence and heroics in the galaxy, nothing could have stopped the Empire on that day. The walkers were simply overpowering. It was all we could do to beat a successful retreat. The plan had never been to repulse the Imperial troops, or even to hold against their might. But there were moments in the early parts of the battle when we all felt as if we had a chance. I was there, in that trench, only as an observer. I arrived with a holorecorder in one hand and a datapad in the other. But before long I found myself shamelessly abandoning those seemingly useless tools for the cold comfort of a blaster rifle. In the end, I, like my companions, found myself in a desperate race for the safety of the transport while Imperial soldiers swarmed into the evacuated Echo Base.

A Plan of Desperation

The attack pattern used so successfully against the walkers was formulated by Luke Skywalker and noted Rebel tactician Beryl Chiffonage. Skywalker and Chiffonage knew they would face Imperial walkers in the coming battle and had to plan accordingly. To that end, they developed a number of tactics to face the seemingly unstoppable walkers.

Until the actual thick of combat, the fact that Imperial armor was too strong for the snowspeeders' laser cannons was unknown. The first two tactics of the so-called "Rogue Doctrine" dealt with using the speeders' cannons to maximum effect.

Attack pattern delta had a group of snowspeeders approach the AT-AT walker in a single-file formation. This only gave the walker a single target. When the speeders got into optimal firing range, the first speeder fired. It then peeled off in one direction. While the AT-AT could only track a single speeder, the remaining speeders could each take a clear shot, and then part in a different direction.

Another maneuver, the "bantha decoy," was developed by Luke Skywalker as a variation of a gag that he and his friends performed in T-16 skyhoppers at Beggar's Canyon on Tatooine. In it, two speeders approached from behind the walker, flanking it. One speeder trailed the other. As the lead speeder raced past the walker's head, it veered off across the other speeder's vector. As the AT-AT turned its head to follow the lead speeder, its more vulnerable neck was exposed to the second speeder's gunsights. This second speeder then took the opportunity to fire.

The last tactic of Rogue Doctrine was its most effective. While walkers were much more agile than they appeared to be, they were still mere machines. By using harpoons and tow cables to entangle the legs of a walker, the machine could effectively be tripped, bringing its own weight crashing down upon itself.

During the Battle of Hoth, Skywalker directed his pilots to implement this experimental and dangerous technique. This complex strategy involved first hitting one of a walker's legs with a power harpoon, making multiple passes completely around the walker's legs, and finally detaching the tow cable after the legs were sufficiently entangled. Because this attack required action by both the pilot and the gunner, many of the speeders in Rogue Group were unable to use this strategy, due to gunner casualties.

It was one of the Alliance's top pilots, Wedge Antilles, flying Rogue Three, and his gunner Wes Janson, who first proved that this strategy was not only possible, but devastatingly effective. The attack was a stunning success, causing the complete destruction of a walker in full view of both attacking and defending lines.

Until that point, the battle had gone poorly for the Rebel forces, and it seemed that the mammoth walkers were virtually indestructible. But after witnessing that first destruction of a walker, a great cry of approbation rose up in the Rebel trenches. The Rebels were inspired by the sight of the fallen behemoth, and found the means to down several more of the giant machines before the day was out.

formal military structure, which was very different from his experiences in the rag-tag group on Akuria II. Kelsome served as a forward scout on tauntaun, posted at Outpost Beta, on the northern perimeter.

It was Kelsome's nervous voice that called to station 3-T-8, reporting the first sighting of Imperial walkers. Over the roar of massive servos, the shrill blast of laser cannons, and the terrified panting of his tauntaun, Kelsome reported the Imperial advancement.

But, as war dictates, many novices never become veterans. Young Kelsome underestimated the speed of a walker's deceptive gait. He and his tauntaun mount were crushed under the massive foot pad of an Imperial walker before the Alliance fired a single shot in the Battle of Hoth.

■ Corporal Maren Kelsome

Type: Rebel soldier

DEXTERITY 3D+2

Blaster 5D+2, blaster artillery 4D, dodge 4D, grenade 4D+2

KNOWLEDGE 1D

MECHANICAL 1D+1

Beast riding 3D

PERCEPTION 1D+1

Hide 2D+1, sneak 2D+1

STRENGTH 3D

Brawling 4D, stamina 4D+2

TECHNICAL 1D+2

Demolitions 2D+2

Character Points: 1

Move: 10

Equipment: Blaster rifle (5D), grenades (5D), comlink, macrobinoculars (+1D to search over 50 meters away).

Snowspeeder Pilots

Imagine that you are flying a tiny, wedge-shaped airspeeder at over 600 kilometers per hour with laser blasts bursting all around you. And imagine that you are heading straight for an advancing AT-AT walker in the hopes of wrapping a flexi-steel cable around its legs and tripping the massive machine. That was the order of the day for the pilots and gunners of Rogue Group.

The squadron was the brainchild of Luke Skywalker and Commander Narra. Narra, the leader of Renegade Flight, placed Skywalker in

charge of Rogue Group. Luke not only led the squadron, but trained these men in the effective use of Rebel Alliance snowspeeders. The Rebel Alliance's combat airspeeders were adapted from familiar and reliable Incom T-47 speeders. However, the vehicles were considerably altered, with enhanced armor, high-powered repulsorlift and afterburner engines and heavy vehicle weaponry. The converted snowspeeder featured a cockpit modeled after a Y-wing fighter, with a forward facing pilot and a tailgunner facing aft. The finished product was a thoroughbred combat machine capable of holding its own against comparable Imperial combat vehicles.

However, no matter how effective the snowspeeders might prove against Imperial light attack vehicles, they were no match for the dreaded All Terrain Armored Transports (AT-ATs). The Alliance pilots were forced to resort to unusual and extremely dangerous attack patterns to combat these machines. Nonetheless, the Alliance's pilots toppled several of the walkers.

But the job of Rogue Group was not finished once they had climbed out of the cockpits of their battered snowspeeders. They were still needed to fly starfighter escort for the vulnerable transports. The escort mission was only supposed to last long enough for the transports to break through the blockade of Imperial Star Destroyers that were in low Hoth orbit. The mission was to be made easier by the surface-to-space cover fire of Echo Base's powerful ion cannon. But the ion cannon was captured by invading Imperial snowtroopers, and many of the flights of fighter escort became suicide missions.

The men of Rogue Group performed more than admirably that day. The commemorative plaque hung in the crew lounge of the Alliance command frigate was only a small token of appreciation for the heroics of Rogue Group, but perhaps it will serve to remind younger generations of pilots of the true meaning of courage in the face of overwhelming odds. Now that the remaining Rogue Group pilots have rejoined the Alliance fleet at the rendezvous point, it has fallen under the command of Wedge Antilles. Antilles is currently remodeling the group, and the newly renamed Rogue Squadron shows all indication of being a formidable force indeed.

Typical Snowspeeder Pilot. *Dexterity 2D, blaster 4D, dodge 3D, Knowledge 1D, planetary systems 2D+1, Mechanical 3D, astrogation 3D+2, repulsorlift operation: airspeeder 6D, starfighter piloting 3D, starfighter piloting: X-wing 5D+1, Perception 1D+2, Strengths 2D+1, Technical 2D, repulsorlift 3D. Move: 10. Character Points: Varies, typically 0-5. Blaster pistol (4D), comlink, flight suit.*

Wedge Antilles

Wedge Antilles and Luke Skywalker were the only surviving members of Red Squadron, the X-wing fighter squadron at the Battle of Yavin. That group was cobbled together from various other groups, including the Ecliptic Evaders, the Dantooine Squadron, and the Tierfon Yellow Aces, to face the Death Star threat. As a result, Wedge never really got to know most of the other pilots, or the subtleties of their flying.

After the Yavin evacuation, which Wedge helped to organize, he was permanently assigned to the roving Alliance High Command group. A core team of pilots began to form, under the command of Luke Skywalker. This team not only flew together, but trained together and developed tactics together. Under the wise tutelage of Commander Narra of Renegade Flight, the nascent Rogue Group began to take form.

Wedge immediately struck up a friendship with Wes Janson. A capable pilot, Janson was also an amazing gunner, and the two often flew as one other's wingmen. During several training maneuvers, Janson saved Wedge's X-wing from being painted by target-drone beams by destroying them long before Wedge realized there was a problem. The two also shared numerous interests, including sabacc and Corellian ale. It was if the two hadn't just met, but rather, had always known each other, and had graduated from the Academy together.

The performance of Rogue Group during several skirmishes during the Thila evacuation proved their effectiveness. They live as a team, and flew as a team.

The loss of close friends became all too real at the Battle of Hoth, when several snowspeeders were destroyed by AT-AT walker fire. The loss of Renegade Flight was also felt deeply among all the pilots. A plaque hangs on the command deck of the Rebel frigate, *Chancellor*, commemorating those lost pilots.

To fill the gap left by the loss of Renegade Flight, Wedge was promoted to commander. He is now forming a new escort squadron for the main Alliance group, named Rogue Squadron, and from the looks of the initial crew roster, it seems most promising indeed.

■ Wedge Antilles

Type: Brash Pilot

DEXTERITY 3D

Blaster 4D+2, brawling parry 3D+1, dodge 5D+1, vehicle blasters 3D+2

KNOWLEDGE 2D

Alien species 4D, bureaucracy 5D, cultures 2D+2, languages 3D, planetary systems 4D+2

MECHANICAL 4D

Astrogation 6D+1, space transports 5D+2, starfighter piloting: X-wing 5D+2, starship gunnery 5D, starship shields 4D+2

PERCEPTION 3D

Bargain 4D, gambling 4D+1

STRENGTH 3D

Stamina 4D

TECHNICAL 3D

Computer programming/repair 5D, repulsorlift repair 3D+2, space transports repair 4D+1, starfighter repair 4D+1

Force Points: 1**Character Points:** 5**Move:** 10**Equipment:** Blaster pistol (4D), flight suit, comlink, tool kit

Zev Senesca

It was particularly difficult for Luke Skywalker to watch Zev Senesca's snowspeeder burst into a ball of flame. Just days before his death during the assault on Hoth, Zev had flown the patrol that had spotted and rescued Commander Skywalker and Captain Solo. Skywalker and Solo felt as if they owed Senesca some kind of debt. These heroics and countless others earned Zev his reputation as a courageous pilot.

Zev was born and raised on Kestic Station, a free-trader outpost near the Bestine system.



Kestic was a stop over point and occasional home to free-traders and asteroid miners of a distinctly non-guild, non-regulation, non-Imperial bent.

Zev's parents were dealers in just about anything, including, in their later years, arms for the then-fledgling Rebellion. Although these actions were extremely risky (illegal arms dealing with the Alliance carried the death penalty), Zev's parents felt that they were doing the right thing. They continued this practice, eventually becoming a vital link in the Alliance's supply chain.

Growing up in such a free environment and surrounded by people of such high ideals, Zev was a natural candidate for recruitment by the Alliance. His parents encouraged him toward this end and he left Kestic to join the Rebellion. Soon after that, he became an orphan.

Rebel supply lines had been traced back to Kestic and to Zev's parents. Without stopping to take prisoners or ask questions, the Imperial Star Destroyer *Merciless* sliced the station to bits. All aboard were killed. Zev's response to this atrocity was not grief, but anger. He blamed the Alli-

ance for the destruction of Kestic Station, and for the death of his parents. And so, after no more than a year of fighting for the Rebellion, he left the Alliance and headed for deep space and a life as a free-trader.

Then, Zev learned the terrible truth. A "friend" he had confided in was the informant who revealed to the Empire Kestic Station's involvement in the Rebellion. He had trusted this "friend." The leak in the security of the supply line was Zev's fault. This realization gave Senesca a new attitude toward the Rebellion he had once blamed for the death of his parents. It wasn't long after this that Zev Senesca chose to rejoin the Alliance and fight the true enemy — the Galactic Empire.

Zev served the Alliance for many years after that, and was distinguished for his actions in combat. In his career, he had 48 confirmed kills. He received several commendations for his actions, but the one that he was most proud of was for the evacuation of the Rebel base on Alis Point, where he held three TIE fighters at bay while the Alliance's unarmed transport fled into hyperspace.

■ Zev Senesca

Type: Brash Pilot**DEXTERITY 3D**

Blaster 4D, dodge 4D

KNOWLEDGE 2D

Planetary systems 4D, value 4D+2

MECHANICAL 4D

Astrogation 4D+2, repulsorlift operation: airspeeder 5D+2, starfighter piloting: X-wing 5D+1, starship gunnery 4D+2

PERCEPTION 3D

Bargain 5D+1, gambling 3D+2, search 4D

STRENGTH 3D

Lifting 4D+1, stamina 4D

TECHNICAL 3D

Repulsorlift repair 4D+1, starfighter repair 4D

Character Points: 5**Move:** 10**Equipment:** Blaster pistol (4D), flight suit, comlink

Wes Janson

Manning a gunner's station requires a great deal of skill and nerve, a little luck, and a lot of faith in the ship's pilot. Whether the station is in a Y-wing fighter or a snowspeeder, the situation is the same. The gunner faces backwards in a vessel flying at incredibly high speeds. He has absolutely no control over the ship and only a single, high-powered weapon between him and any attacking enemies. His responsibility is to protect the ship's stern, and he has to hope that the pilot won't suddenly swerve and swoop just as he is lining up a clean shot. And, of course, the gunner always hopes that the pilot will remember the gunner is back there and won't leave him exposed to enemy fire.

Wes Janson is one of these half-courageous, half-crazy men who ride in the rear of high-

performance vehicles, playing a high-tech, life-and-death game of “tag” with expertly trained Imperial pilots and gunners. His is a special breed, and he wears his True Gunner’s insignia with dignity and pride. True Gunner is the highest order of gunnery awarded within the ranks of the Rebel Alliance, and Lieutenant Janson earned his through “consistent excellence and superior performance as an officer and a gunner,” or so said General Dodonna at the awards ceremony at Tierfon Fighter Base.

Janson had operated out of Tierfon for most of his enlistment with the Alliance. During that time he flew with some of the top Rebel pilots, the Tierfon Yellow Aces, racking up an impressive kill record and a tremendous reputation. Among the pilots who flew with Janson in his early days at Tierfon was Jek Porkins, a close friend and one of the heroes of the Battle of Yavin who sacrificed their lives. Janson still speaks very highly of Porkins, and often tells some rather tall tales of those days back at Tierfon.

But it is most often with sadness that Janson recalls his old friend, since the situation surrounding the death of Jek Porkins is one which Janson feels could have been avoided. In the early days of Tierfon, the base was used primarily for training missions. These were technically “active” missions, but not of the most hazardous variety. Most recruits were sent to Tierfon so that they might get some combat experience under their belts without having to face extremely difficult situations. Among these green recruits were Janson and Porkins. Coming out of the same training class, the two became good friends and worked well together.

The next step up from Tierfon was “full active” duty on a high-security system base, such as the one on the fourth moon of Yavin. With the destruction of Alderaan and the impending threat of the Death Star, Tierfon’s status was boosted to “full active.” But the fighter contingent on the base was significantly reduced, with other less protected bases in need of greater fighter cover. Among those in need of immediate help was the Yavin Base. When the emergency transfer list was posted, Janson was on it.

Having come down with a case of Hesken Fever on a recent scouting mission, Janson was laid-up at the time of the transfer. But someone would still have to fill his slot on the transfer list, even though the ailing Janson vainly insisted on going. That someone was Jek Porkins. He never returned from Yavin, and to this day, despite obvious rationalizations that it was not his fault, Wes Janson hasn’t forgiven himself.

On Hoth, Janson worked as he does these days, flying to honor his fallen friend. Hopefully,

in his own mind, his heroics during the assault on Hoth put to rest at least a little of the guilt he has been feeling.

■ **Wes Janson**

Type: Brash Pilot

DEXTERITY 3D

Blaster 4D, dodge 4D+1, melee combat 4D+1, missile weapons 6D, vehicle blasters 6D+1

KNOWLEDGE 2D

Languages 3D, planetary systems 3D+2

MECHANICAL 4D

Astrogation 5D, repulsorlift operation 4D+2, starfighter piloting 4D+2, starship gunnery 6D, starship shields 5D

PERCEPTION 3D

Command 3D+2, con 3D+2

STRENGTH 3D

Brawling 4D+1, stamina 4D

TECHNICAL 3D

First aid 4D, starship repair 4D+1

Character Points: 1

Move: 10

Equipment: Blaster pistol (4D), flight suit, comlink

Derek “Hobbie” Klivian

Hobbie was the skeptic of Rogue Group. With such optimistic, upbeat wingmen as Luke Skywalker and Wedge Antilles, Hobbie’s cautious pessimism (or “realism,” as he referred to it) provided the counterbalance that helped mold Rogue Group into such an effective fighting force. When Luke and Wedge talked of “aggressiveness” and “attack posture,” Hobbie inevitably brought up “evasiveness” and “defensive posture.” But it was more than just being opposite for the sake of opposition, since the other members of Rogue Group respected Hobbie’s opinions as much as anyone else’s.

The reason for Hobbie’s predominantly negative attitudes stems from his days at the Imperial Academy. When he entered the Academy, Hobbie was a typically impressionable youth, star-struck and eager to climb into the cockpit of a starfighter. The political ramifications of joining the Imperial Navy were then irrelevant to Hobbie. He thought only of jockeying across the stars at dizzying speeds and melting women with his dashing figure as a young, handsome, smartly uniformed pilot. But some of the friends that Hobbie made at the Academy soon changed this attitude. Prominent among these friends was a fellow recruit — a young, handsome, and overly-enthusiastic pilot named Biggs Darklighter.

These two wide-eyed youths and a score of other cadets began to see the galaxy as more than just the Empire. They met secretly and, in their youthful naiveté, planned how they would single-handedly overthrow the Empire. The meetings were more brave talk than anything else. But the Academy Commander thought otherwise. He found out about the meetings from an informer and immediately apprehended the participants.

Mutiny on the Rand Ecliptic

Voren Na'al overheard the following story in the crew lounge of the Rebel medical frigate. It was being told by Hobbie to a highly curious and nostalgic Luke Skywalker, during an exchange of stories concerning their late mutual friend, Biggs Darklighter. The story is used here by permission of both parties involved and in the honored memory of Biggs Darklighter.

Officially, our mission to the Bestine system was to deliver a consignment of rubindum ore—a substance integral in the construction of hyperdrive engines—to the newly established Imperial Navy Yard in that system. Unofficially, Biggs and I had a mission of our own. My old friend Lindy was stationed on Bestine, and in his last holotrans he had told me of his new friends—members of the Rebel Alliance. We were both anxious about what we thought we should do. When we got to Bestine, we were going to jump ship, find Lindy, and join the Rebellion. At least, that was the plan.

Everything seemed to go well, at first. Almost too well. The captain, in a stroke of sheer luck for us, ordered Biggs and me to leave the *Rand Ecliptic* and make contact with the shipyard personnel who were to take possession of the ore consignment. Captain Heliesk was an extremely efficient officer who usually went strictly by the book. It worried us that he would send both the ship's first mate and its executive officer on a mission like this. It was contrary to his usual policy of at least one of us always staying on board at all times, and we wondered if he suspected anything.

Although we were nervous, we tried to look at the bright side of the situation. We wouldn't need to jump ship after all, and since our orders were to seek out and find someone, we could "officially" spend our time looking for Lindy.

Our uncanny luck continued, and Lindy found us almost immediately. He ushered us into an empty hangar where he introduced us to several of his friends. They were all secretly working with the Rebellion, smuggling starship parts and raw materials out of the system for use by Alliance shipbuilders. He was awaiting the arrival of a new Rebel contact, known to him only as "Starfire."

This contact, according to Lindy, would help us jump ship and join the Rebel Alliance. The situation was not promising, but Biggs' eternal optimism managed to keep me from calling the whole thing off. But when the main hangar door opened and a squad of Imperial stormtroopers flooded into the domed shell, I wished to the Force I had.

The stormtroopers quickly surrounded us and, as we feared, they were led by Captain Heliesk. He smirked confidently as he approached us. There was a long, painful pause as he looked deeply into the faces of each of the captured men, finally finishing with us. The silence was abruptly broken as he addressed Biggs and myself. "Good work. Take this Rebel scum back to the ship. Hold them in the starfire suite." He winked at me then and dropped a rank cylinder into my sweating palm.

The rank cylinder served as a key to the captain's quarters, and once the trooper escort left us, we headed straight for them. Captain Heliesk wasn't far behind us. "Boys," he grinned, "you're taking the ship."

His plan was a simple one. The Alliance needed our cargo, but since he was still a valuable spy who had a good deal of authority within the Empire, the captain couldn't afford to be exposed as an Alliance sympathizer. The perfect solution was a mutiny. Biggs and I would feign revolt and capture the bridge. From there, we could use the threat of setting the ship to self-destruct to force the rest of the crew to leave. But the problem was what might happen once we lifted off Bestine. This was an Imperial Navy Yard, and there were bound to be quite a few TIE fighters they could scramble to chase after us.

The first step of the plan went well, and the crew had no choice but to abandon ship. With the help of Lindy and his friends, we were able to fully man the bridge and get the *Rand Ecliptic* and her valuable cargo off planet.

The next step was the tough one. The Empire did have a healthy complement of TIE fighters based on Bestine, and they were after us almost immediately. There were too many of them to fend-off with the *Rand Ecliptic's* feeble weaponry, but we only needed to buy enough time to make the calculations for the jump to lightspeed. Biggs had that familiar gleam in his eye.

Turning the ship's starboard hold toward the incoming swarm of fighters, he dumped half of the ore consignment directly into the path of the approaching ships. This created a small-scale asteroid field. Only a few of the fighters were able to avoid the tumbling and deadly ore. Scattered explosions and ricocheting debris filled the space behind us. The few fighters that did get through were unable to stop us from entering hyperspace and a new life with the Alliance.

Hobbie and Biggs were not taken into custody — they had been absent for that particular meeting, so were not on the informer's list. Additionally, the others had not revealed Hobbie and Biggs as members of the group. But many of their friends were taken. Those cadets were never seen again.

At first, Hobbie and Biggs thought that it was simply a prolonged period of punishment or isolation. Then they thought their friends had been transferred to another unit. But gradually the cold reality of the situation made itself evident to them.

Hobbie and Biggs never truly learned what the Empire did with the young men they had taken, but the effect on the two surviving cadets was profound. No longer did they talk childishly of overthrowing the Empire. Now, they talked seriously of deserting to join the rumored Rebel Alliance. Wisely, the two quietly bided their time until after graduation, at which time they were both fortuitously assigned to the same ship — the space-freighter *Rand Ecliptic*. It was a relatively small ship, so both of the youthful officers were given important assignments aboard it. Biggs was made first officer and Hobbie ship's executive officer.

After deserting the Ecliptic, they were able to find the often elusive Alliance and join it, eventually becoming two of the Rebellion's most talented pilots and valued members. They served together in the Ecliptic Evaders, a squadron of Rebel starfighter pilots stationed in the Sullust system around the time of the Battle of Yavin. Although Hobbie and Biggs were inseparable comrades, circumstances eventually parted them. At that time, graduates of the Imperial Academy and valued leaders such as these were extremely rare in the ranks of Rebel pilots, and General Dodonna had little choice but to assign them to outposts where they could be most effective.

As with Jek Porkins, the random luck of being assigned to Yavin Base proved ultimately fatal to Biggs Darklighter. Hobbie went on to run guns out of the Sullust system, until his assignment to Alliance Command. Before the incidents on Hoth, Hobbie distinguished himself with superb flying and starfighter tactics. His abilities and skills, combined with the other pilots such as Wedge Antilles and Luke Skywalker, saved the constantly relocating base group from numerous close calls with all manner of galactic informers, bounty hunters, local system governments, and Imperial forces. Every time the Rebels found a planet to set up their base, something showed up that required them to evacuate yet again. In most of these cases, it was the pilot corps, including Hobbie, that provided the time for the transports to escape.

During his early days of duty with the Rebel base, he learned of the death of Biggs from Luke Skywalker. Together they exchanged stories about their late companion, and eventually Luke and Hobbie became good friends, flying together in the newly formed Rogue Group.

But the sudden shock of the disappearance of his Academy buddies, combined with the tragic death of his best friend, have left Hobbie with his characteristically skeptical outlook on life. Add to this his recent experiences in the devastating Battle on Hoth, and one must wonder if his attitude will ever change.

■ Hobbie Klivian

Type: Brash Pilot

DEXTERITY 3D

Blaster 5D, dodge 4D+2, melee combat 4D+1, vehicle blasters 4D+1

KNOWLEDGE 2D

Streetwise 3D

MECHANICAL 4D

Astrogation 4D+2, repulsorlift operation: airspeeder 5D, starfighter piloting 5D+1, starship gunnery 4D+2

PERCEPTION 3D

Con 4D, hide 3D+2, sneak 3D+2

STRENGTH 3D

Brawling 4D+2, swimming 4D

TECHNICAL 3D

Droid programming 4D+1

Character Points: 4

Move: 10

Equipment: Blaster pistol (4D), flight suit, comlink

Dack Ralter

It is unfortunate that the highest price paid in this bloody civil war is often that of the lives of the young. They do not even remember the days of the Old Republic and the peaceful beauty that accompanied them. The young only know the galaxy as a place of fear, oppression, and Empire. And yet they still feel the need to fight, to resist, to rebel, despite having nothing but old tales of "better times" upon which to model their dreams.

One such idealistic dreamer was Dack Ralter, a valued member of the fabled Rogue Group. Before his death at the hands of the Imperial ground assault forces on Hoth, he was the gunner in the snowspeeder piloted by Luke Skywalker.

Dack's parents were children of the Old Republic. Many of the days of his youth were filled with stories of the wonder and delight that existed in the galaxy before the coming of the Empire. These stories were just about all that kept him going during most of the time he spent in the labor colony on Kalist VI. He was born there, in captivity, the child of political prisoners, with little hope of a life outside the confines of the huge transparisteel dome.

But little hopes should be kept alive at all costs, for someday they may come to fruition, as they did with Dack. He was a mere 17 standard

years old when he was given his chance at freedom, and he took that chance with an energy born of a lifetime of pent-up anger and aggression. A new prisoner had come to the camp, and being just a bit older than Dack, the two became fast friends. His name was Breg, and he was a Rebel pilot who was downed while on a recon mission. The Empire did not know of Breg's Rebel affiliation, otherwise he'd have faced an Imperial interrogation droid, or worse.

Breg was a free spirit, and the impressionable Dack was quite taken by the newcomer. Together they planned an escape from Kalist VI. Dack's

parents encouraged their son in this venture, knowing that this might be his only chance for a life beyond captivity. They also knew that they would only hamper their son's plans by trying to go with him, and they insisted he go without them. It was a difficult choice for young Dack, but he heeded their wishes.

While waiting for the arrival of the prison barge, Breg and Dack vaulted the inner power fence of the camp, shorted the outer fence, and managed to make it

past the sentries. Once a few slightly-used Imperial guard uniforms were "borrowed," gaining access to the landing area was relatively easy. With the triggering of a false reactor alarm and a prearranged power outage, the two fugitives were able to board the prison barge and clear all moorings. But before they could lift off, an Imperial stormtrooper saw what was happening, boarded the ship, and tried to stop the two youths. Breg was shot before Dack could blast the trooper. The Rebel fugitive lay wounded and dying on the cockpit floor.

With both their lives at stake, Dack was forced to take the ship's controls. He had had no previous experience with any technology more sophisticated than a laser drill, and Breg, only able to speak, had to talk him through takeoff. Dack displayed a natural affinity for piloting. Under Breg's guidance they were off world and preparing to enter hyperspace.

Breg's condition was worsening. By the time they arrived at Tierfon Base, Dack was forced to land the ship unaided. It wasn't the prettiest of landings, but it was in many respects miraculous. Despite Dack's heroic efforts, Breg died shortly after landing.



Before his own death during the assault on Hoth, when asked about his natural piloting and gunnery talents, Dack would reply, "I had a good teacher."

■ Dack Raltar

Type: Brash pilot

DEXTERITY 3D

Blaster 4D+2, dodge 4D, missile weapons 6D, vehicle blasters 5D+1

KNOWLEDGE 2D

Planetary systems 3D+2, survival 3D

MECHANICAL 4D

Astrogation 4D+2, repulsorlift operation: airspeeder 4D+2, starfighter piloting 4D+2, starship gunnery 5D+2, starship shields 5D

PERCEPTION 3D

Con 4D, hide 4D, search 4D, sneak 4D

STRENGTH 3D

Climbing/jumping 4D+1

TECHNICAL 3D

Computer programming/repair 3D+2, repulsorlift repair 4D, security 4D+1

Move: 10

Equipment: Blaster pistol (4D), flight suit, comlink

Tarrin Datch

With the Rebellion short on ships and capable pilots, many well-trained fighter pilots often find themselves behind the controls of dilapidated freighters and transport vessels. In the case of Tarrin Datch, the shifting role of fighter ace and cargo-hauler came easy due to his growing up on Pellezara station, in the Duro system.

Pellezara station was a 40-kilometer long floating space city that serviced large freighter delivering supplies to Duro. While the freighters were being maintained in the servicing bays, bored pilots attended flight shows put on by the owners of Pellezara station, Tarrin's parents. Tarrin, a gifted pilot by the age of 12, performed alongside his brothers and sister in the shows. They involved souped up cargo-flitters and tugs, and were performed in areas crowded with free-floating service bays and containers. Of course, this is what made the shows so spectacular.

When he wasn't performing complex loops and rolls in between container rings and repair grids, Tarrin helped move freighters into new parking slots while their captains relaxed. Tarrin was once reprimanded by his father when he attempted a miniature Koiogran turn in a bulk freighter, taking out a dozen beacon pods in the process. While the freighter captain never found out, Tarrin was grounded, literally, for three standard weeks, working in traffic control and resupply.

When Tarrin was 17, an Alliance freighter sought refuge at Pellezara station. The Datch family, unaware of the freighter's affiliation, allowed it to taxi with the main docking tower. While the ship underwent restocking, Tarrin was in charge of replacing gravity disks in the freighter's deckplates. When he dismantled a

Running the Gauntlet

The following is an excerpt from the personal memoirs of Wedge Antilles, used by permission of the author.

The pain in my right arm was throbbing as I pulled the nose of my X-wing up and away from Hoth. Janson and I were forced to ditch our snowspeeder after taking a hit and losing our starboard stabilizer, but luckily neither of us was seriously hurt. The pain in my arm disagreed with the previous statement, but at least it was nothing a medical droid wouldn't be able to patch up later.

I caught a glimpse of Janson sitting in the gunner's position of the Y-wing that dipped into view on my right. He winked at me with what appeared to be forced optimism, as Hobbie pulled the Y-wing into formation with my starfighter. We were among the last to liftoff, but it was reassuring to know that two such able men were flying on my wing.

The dire straits of our circumstances abruptly clicked into my awareness as Tarrin, who was piloting the transport that we were escorting checked in over the comlink. I confirmed his escape vector and ran a fast blanket scan. Naturally, my worst fears were confirmed. An Imperial Star Destroyer sat directly in our escape lane!

Having seen what was left of the ion cannon earlier, I knew we had no hope of surface-to-space cover fire. We were on our own. "Two fighters against a Star Destroyer?" Hobbie's disbelieving statement came to mind. I smiled at the thought of how Luke might have reacted to Hobbie's comment had the commander been to that particular briefing. He probably would have said something about Beggar's Canyon and his old T-16.

The laser blasts began to fly thick and heavy as the flat, wedge shape of the giant Imperial ship grew steadily larger. We needed a plan, something radical, something that would surprise those predictable, Imperial, computer-controlled guns. I knew just the thing. "Transport Commander, this is Leader One. Adjust to course 2-7-5," I transmitted. Tarrin probably wondered what I was up to, but he knew me well enough not to question the order.

Hobbie had no such reservations, however, and he buzzed in over the comm. "What's the idea, boss? Why do you want him hangin' back like that?"

Confidently, I replied, "Trust me."

But I could hear the trepidation in his voice. "Okay. It's your show, but I hope you know

what you're doing." So did I.

There was a rapid-fire barrage of "What do you think you're doing?" and "Are you out of your mind?" from Hobbie when I pulled in behind and slightly below his Y-wing. I had to be careful. If I got too close, my X-wing would go from starfighter to drifting ash.

"Just hold her steady and sit tight," was my less-than-effective attempt to calm him down. I knew he would catch on once he stopped to think about it, and I was right, although he still sounded more than a little disturbed by the idea. "A Tallon split? But that's just a hotshot training maneuver. It's never done in actual combat." I didn't bother to reply, so he did it for me. "I know, I know, there's a first time for everything. Let's just hope we live to brag about it."

The Tallon split was a simple maneuver in theory, but in practice it was difficult and dangerous, requiring split-second timing and uncanny reflexes. The first step was to fly so close together that the computer-controlled batteries on the Star Destroyer would read us as one vessel. Then, when we got close enough, I would dart out from behind Hobbie, cutting at a 45 degree angle beneath him. In theory, it would take the automated batteries on the Star Destroyer a full five seconds to lock on me. And five seconds was all I would need to nerf's-eye one of the giant vessel's sensor globes and give the transport enough time to slip neatly into hyperspace.

In theory.

I wished to the Force that my arm would stop throbbing as I readied myself for the maneuver. I just had to put it out of my head, like Luke did with the Death Star. The thought of that miraculous shot reassured me. I may have even smiled as I remembered it. Then, an all-too-close blaster cannon bolt flashed by, and I knew I couldn't wait any longer. It was now or never, or maybe both.

With a quick throttle movement, I cut out from behind Hobbie. A quick squeeze of the torpedo launcher controls, and the globe disintegrated before me. As I passed overhead I could hear Hobbie's triumphant cry over the comlink, "Yeah! Transport Away!"

As I entered hyperspace I thought I heard a familiar voice say, "Good shooting, Wedge," but it didn't sound like Hobbie. In fact, it didn't seem to come from over the comlink at all. As I think about it now, it sort of sounded like ... Luke.

The Battle of Hoth: Rebel Defenses

Atgar 1.4 FD P-tower

Typical of Rebel Alliance resources, the Atgar 1.4 FD P-tower is an inexpensive, outdated artillery piece



used during the Battle of Hoth. This tall weapon, whose round dish-shaped power router grid makes a tantalizing target, suffers from a low-fire rate. It is rugged, however, and can survive the temperature extremes that Hoth presented.

■ Anti-Vehicle Laser Cannon

Weapon: Atgar 1.4 FD P-Tower
Type: Light anti-vehicle laser cannon
Scale: Speeder
Skill: Blaster artillery: anti-vehicle
Crew: 4, skeleton: 2/+10
Ammo: 8 (battery), Unlimited (power generator)
Cost: 10,000 (new) 2,000 (used)
Availability: 2, R or X
Body: 2D
Fire Rate: 1/2
Fire Control: 1D
Range: 10-500/ 2,000/10,000
Damage Code: 2D+2

Golan Arms DF .9 Anti-infantry Cannon

The Golan Arms DF.9 Anti-infantry battery is an enclosed cylinder of proton-shielded armor, capped by a rotating turret-mounted laser cannon. The gunner sits in the upper turret, with a hatch that opens to the Hoth air, while the support crew of two sit within the armored cylinder. This weapon has a moderate fire rate, and is most effective against foot soldiers. While the Golan Arms DF.9 posed a threat to the smaller AT-ST walkers, its effect on AT-AT walkers was negligible.



■ Anti-Infantry Battery

Weapon: Golan Arms DF.9
Type: Modified Anti-Infantry Battery
Scale: Speeder
Skill: Blaster artillery: anti-infantry
Crew: 3
Cover: Full.
Ammo: Unlimited (power generator)
Cost: 15,000 (new) 9,500 (used)
Availability: 3, R or X
Body: 3D
Fire Rate: 2
Fire Control: 2D
Range: 20-600/ 3,000/16,000 meters
Blast Radius: 0-8
Damage Code: 4D

Kuat Drive Yards v-150 Ion Cannon

Perhaps the most powerful, and most expensive, ground-based weapon in the Alliance arsenal is the planet defender ion cannon. Stolen during a daring super transport hijacking in the Kuat system, the Alliance only allocates their few ion cannons to the most important bases. Two are on the safeworld of Bulwark and Hoth base — the other ion cannon locations remain a closely guarded secret. The entire crew of 27 that operated the Hoth ion cannon hailed from Alderaan. These dedicated soldiers put up a ferocious fight against the Imperial troops trying to seize the cannon.



■ Anti-Orbital Ion Cannon

Weapon: KDY v-150 Planet Defender
Type: Heavy Ion Surface-To-Space Cannon
Scale: Capital
Skill: Blaster artillery: surface-to-space
Crew: 27, skeleton: 12/+10
Cover: Full.
Ammo: Unlimited (power generator)
Cost: 500,000 (new) 100,000 (used)
Availability: 3 X
Body: 5D
Fire Rate: 1

particularly stubborn plate, he found a hidden compartment containing a striking, if wounded, human female. She seemed delirious, probably the result of the strange wound on her right leg. She called herself Jan Ors, and Tarrin was both terrified and captivated.

The crew of the freighter had gone to find medicinal supplies for Ors, to heal a strangely infected wound sustained in the jungles of Oulanne. In her delirium, Ors mentioned to Tarrin that the freighter contained a cargo full of prime-grade fuel slugs destined for the Rebellion.

The Empire had noticed the theft of their fuel slugs, and followed the freighter to Duro. Tarrin, the sole pilot on the freighter could not let the valued cargo fall back into Imperial hands. He took control of the freighter, broke free of the docking tower, and steered toward open space. The Rebels at the station laid low, and watched in horror as their freighter left them stranded. It was no match for the pursuing Imperial *Gamma*-class shuttle.

Tarrin steered the freighter into the heart of traffic, bobbing and weaving as if he was in a fighter, not a transport. The Imperial shuttle could barely keep up, scraping its hull off stationary lighters and space tugs. When Tarrin reached open space, he kicked in the ship's hyperdrive, leaving Pellezara for an outer-system station he often used as a stunt range.

There, in the well-equipped medicenter, Tarrin helped stabilize Jan's condition. Knowing that they could not return to Pellezara, and how badly the Alliance needed the fuel, Jan disclosed the location of a Rebel base to Tarrin, and the two took the freighter to Dantooine. As Jan went off to other special missions, Tarrin began training as a fighter pilot. Although he missed his family, he knew better than to involve them in the Galactic Civil War, for their safety.

Four years later, Tarrin was pressed into dual piloting service again. As a proven fighter pilot as Rogue Ten, Tarrin also had the task of piloting *Thon's Orchard*, one of the last transports off Hoth. With Wedge and Hobbie flying escort, Tarrin escaped to rejoin the fleet at the rendezvous point.

■ Tarrin Datch

Type: Brash Pilot

DEXTERITY 3D

Blaster 4D+2, dodge 4D+2, vehicle blasters 4D+1

KNOWLEDGE 2D

Streetwise 3D+1, value 5D

MECHANICAL 4D

Astrogation 4D+2, repulsorlift operation: airspeeder 4D+2, space transports 5D+2, starfighter piloting 5D+2, starship gunnery 4D+1

PERCEPTION 3D

STRENGTH 3D

TECHNICAL 3D

Space transports repair 5D, starfighter repair 4D

Character Points: 2

Move: 10

Equipment: Blaster pistol (4D), flight suit, comlink

Tenk Lenso

Tenk Lenso was Rogue Eleven, a member of the elite Rogue Group of starfighter/snowspeeder pilots. Prior to his service on Hoth Base, Tenk was a member of the Deretta Destroyers, a mixed squadron of X- and Y-wing starfighters serving from the moon of Deretta. There, Tenk proved his capability as a gunner aboard a Y-wing.

The Destroyers, named for their ordnance-heavy proton torpedo strikes on Imperial depots, were largely routed when the Empire used an Interdictor cruiser on their last run. While the Destroyers hypered in and softened up the opposition, they could not leave after their initial strike. Several excruciatingly long minutes passed before the bulk of the strike force hypered in, during which all twelve Destroyers fell to the Imperial opposition.

Tenk Lenso barely ejected in time as his Y-wing was shot out from under him. It was the most terrifying of circumstances. The heavy flak and laser-fire of the battle overloaded the Y-wing's shields, and the pilot was killed. Tenk, with no control over the ship, was trapped, his ejection mechanism locked up. While a TIE fighter lined up the Y-wing for a kill, Tenk had to crawl over to the pilot's compartment, over his dead pilot, and fire the ejection system. Tenk held onto the pilot's seat as it blasted free, and was knocked unconscious by the separating blast. The Rebels eventually claimed victory at the depot, but the loss of the Destroyers was a great blow.

Tenk was rescued by a Rebel medical frigate. He eventually was transferred to Hoth bath. Due to the psychological scars sustained during the depot run, Tenk found himself unable to operate from the gunner's seat again. Instead, he piloted an X-wing in the group, and sat in the "front row seat" of a snowspeeder. He never had time to recover, as his speeder was one of the first to fall during the Battle of Hoth.

■ Tenk Lenso

Type: Brash pilot

DEXTERITY 2D

Blaster 4D, dodge 3D, vehicle blasters 4D

KNOWLEDGE 1D

Planetary systems 2D+1

MECHANICAL 3D

Astrogation 3D+2, beast riding 4D, repulsorlift operation: airspeeder 5D, starfighter piloting 4D

PERCEPTION 1D+2

STRENGTH 2D+1

TECHNICAL 2D

Repulsorlift repair 3D

Move: 10

Equipment: Blaster pistol (4D), flight suit, comlink

Cold Assault Trooper

The Imperial troops who invaded the Rebel base on Hoth were no ordinary soldiers. They were part of an elite stormtrooper corps, as-

signed to Lord Vader's fleet and ordered to assist General Veers with all ground actions. The Emperor would take no more chances with a Rebellion that was growing both in size and effectiveness. While there were representatives from every specialized stormtrooper corps within the fleet, including sandtroopers, spacetroopers, seatroopers, rad troopers, storm commandos and scout stormtroopers, it was the snowtroopers of Blizzard Force who were called upon to bring defeat upon the Rebel Alliance.

As soon as Lord Vader discovered that Hoth was the destination for his fleet, he ordered General Veers, commander of the ground assault

forces for Vader's fleet, to assemble the necessary units and equipment for cold environment fighting. Veers decided to use the Blizzard Force stormtrooper unit because of their reputation and ability.

Blizzard Force stormtroopers are trained to work in tandem with AT-AT walkers. There is no stealth involved in Blizzard Force tactics. They are trained to hit a planet fast and hard—like a blizzard—crushing any opposition quickly and completely. In tandem with an AT-AT assault force, they are a much-feared branch of the Imperial military, as their actions on Hoth attest to. Once walkers secure an area, they kneel to disembark the snowtroopers, who then go about clearing any pockets of resistance. They also have vital survival and combat skills for arctic environments.

A special detachment, under the personal direction of Lord Vader himself, was given an important assignment. They were to quickly infiltrate, secure and neutralize the Rebel base, while Veers' men cut off all possible avenues of the Rebels' escape from the ice caves. Vader's troops were given orders not to fire unless directly ordered to. Apparently, the Dark Lord was hoping to take prisoners, and it was reasonable to believe that Commander Skywalker and his friends were the primary prey that Vader was seeking. Captain Solo, Chewbacca, and Princess Leia were nearly caught by the special detachment led by Vader. They probably would have been had it not been for one of the infamous "special modifications" on Solo's equally infamous ship, the *Millennium Falcon*.

The Blizzard Force stormtroopers wear the typical black, two-piece temperature control glove worn by other stormtroopers. Over this is an 18-piece outer shell that has been altered to include more powerful heating and personal environment units, and an airtight fabric oversuit for additional protection from the cold. To facilitate breathing in extremely cold or dangerous atmospheres, a breather hood envelops the snowtrooper's faceplate and feeds into the suit liner. Each trooper is equipped with terrain-grip boots, a standard utility belt containing high-tension wire, grappling hooks, ion flares, additional blaster ammo, a survival kit, and food and water packs. Snowtroopers carry blaster pistols, blaster rifles, and two concussion grenades.

The speed and efficiency with which Echo Base was captured was something that Alliance High Command had not expected. For once, being outnumbered and outgunned was not counterbalanced by inferior Imperial troops. The stormtroopers of the Blizzard Force more than lived up to Veers' expectations, and, in the process, have quelled the overconfidence of their

One Step Ahead

Alarms and nearby explosions rang in Han's numbed ears as he double-timed it down the twisting ice corridors. He tugged Leia behind him, grabbing her arm. He knew he was going to hear about this later, but decided to worry about it when they weren't in danger. If that time ever came.

"Wait! Please, wait!" Threepio's pelvic servomotors whined in protest to the pace he was trying to keep. His audio membranes were just as barraged as any human's in Echo Base, but he was able to sort through much of the cacophony with his droid efficiency. He heard them: stormtroopers, behind him.

Threepio turned the corner, coming up to a sealed blast door. Pasted on the door was a yellow and orange hazard label. An ancient part of him, a holdover from one of his earlier daring masters, seemed to take over. Threepio reached out, and tore the label off. He continued his run, faster than before, around another bend trying to find Captain Solo and Mistress Leia.



The stormtroopers charged down the bend in the corridor, their helmet-mounted sensors ready to catch any unsuspecting Rebels.

Their leader, a veteran of the Akuria II garrison, tested on many frigid worlds, led his men to the sealed door. He savored the moment as he punched the controls. It will take more than mere locks to stop an Imperial blizzard. The door slid open, and the troops filed into the chamber with military efficiency



Vader took a quick glance into the chamber. Huge chunks of its rear wall had been caved in, exposing it to the surface light. Under piles of blood-stained snow were some of his most seasoned, well-trained troops.

"Rebel troops?" the Dark Lord rumbled.

"I don't think so, sir." replied his lieutenant.



Rebel counterparts, and done appreciable damage to Alliance morale.

■ Imperial Cold Assault Stormtrooper

Type: Snowtrooper

DEXTERITY 2D

Blaster 5D, blaster artillery 4D, brawling parry 4D, dodge 3D

KNOWLEDGE 2D

Survival: arctic 4D

MECHANICAL 2D

PERCEPTION 2D

Search 3D+1

STRENGTH 3D

Brawling 4D

TECHNICAL 2D

Character Points: 3

Move: 10

Equipment: Blaster pistol (4D), blaster rifle (5D), concussion grenades (5D/4D/3D/2D), snowtrooper armor (+1D to *Strength*, -1D to *Dexterity* and all related actions), terrain grip boots (+1D to *climbing*), ion flares, survival kit, food and water packs

AT-AT Walker Pilots

Driving an Imperial All Terrain Armored Transport is a lot like operating an entire garrison bunker on legs. It is a complex, multi-faceted piece of equipment with sensitive control systems and tremendous mass and weight. Piloting

one of these behemoths is a skill that requires extensive training and practice, and is nearly impossible to master. A cadet may rely on the walker's automatic systems to propel the craft over flat terrain, but complex military maneuvers are out of the question. Because these massive machines operate under diverse, often hazardous terrain types, each step requires precise adjustments, handled by expert pilots.

It takes a special blend of skill and instinct to make a walker pilot. These "ground pilots" train in teams of two, learning to operate the huge mechanical beasts in tandem with a combat coordinator. One pilot drives the walker, while the second pilot serves as an assistant, navigator and gunner. Behind the pilots is the commander's station, where all orders are given. The commander can be given control of any of the guns or the walker itself through auxiliary controls.

When assembling his legion of "Hunters" to destroy the Rebellion in a planet-based invasion, General Veers was given access to the best-trained, best-equipped troops in the Imperial Army. He selected only the top of this list to join his Thundering Herd AT-AT walker squadron.

These pilots were trained to operate their walkers in many different terrain types. Like all

AT-AT crews, the team members live and work in their walkers over much of each mission. They even get involved in some of the maintenance, helping to reinforce the theory that the crew is an extension of the walker and vice versa.

It was this group of flawlessly trained walker crews who carried out the assault on Hoth. The success achieved by the Empire in that dreadful battle is as much a monument to the thorough efficiency of these men as to the tactical wizardry of General Veers.

The command crew that pilots each walker works in the compact, crowded cockpit — the head of the mechanical monster. The walker's weapon emplacements are also located in this section, giving the crew a wide field of vision through a viewport of armored transparisteel. Electrorangefinders, targeting computers, sensor arrays, and holographic projectors give the pilots a 360-degree computer-painted line of sight whenever necessary. The crew is trained to use their walkers for blatant "shock" attacks, landing at great distances but in plain sight of their enemy.

Typical AT-AT Walker Pilot. *Dexterity 2D+1, blaster 4D+1, vehicle blasters 4D+2, Knowledge 1D, Mechanical 3D, repulsorlift operation 4D+2, walker operation: AT-AT 5D+2, Perception 2D, command 3D, Strength 2D, stamina 3D, Technical 1D, walker repair: AT-AT 4D. Move: 10. Blaster pistol (4D+2), battle armor with internal comlink (+1D energy and physical, head and chest, -2 to Dexterity and all related actions).*

Typical AT-AT Walker Gunner. *Dexterity 3D+1, blaster 4D+1, vehicle blasters 6D, Knowledge 1D, Mechanical 2D+1, walker: AT-AT 3D+2, Perception 1D+2, Strength 2D, stamina 3D, Technical 1D, walker repair: AT-AT 3D+2. Move: 10. Blaster pistol (4D+2), battle armor with internal comlink (+1D energy and physical, head and chest, -2 to Dexterity and all related actions).*

Lieutenant Nyrox

Lieutenant Nyrox is a graduate of the most prestigious Imperial Army Training Academy in the Empire: Raithal Academy, in the Core. Here, Nyrox trained with all manner of Imperial Army hardware, from ground-based artillery to complex vehicles like Juggernauts, floating fortresses and mobile command centers. But above all, Nyrox preferred the All Terrain Armored Transport walker. No other Imperial vehicle gave him the sense of power as it thundered down the battlefield.

Word of Nyrox's flair with the AT-AT walker reached the premiere supporter of walker technology, General Veers. During an inspection tour of Raithal Academy, while Vader's special fleet of

Star Destroyers was still being assembled, Veers witnessed Nyrox's skill first-hand. In a full-immersion holo-simulation, Nyrox took out a squadron of Rebel airspeeders supported by ULAVs and freerunners. Even a lucky hit that crippled one of the walker's leg didn't stop Nyrox. He grinded the walker's bearings to the very hub, settling into a defensive posture, forcing the Rebels to come to him. One by one the simulations came, and Nyrox destroyed each one. It was as if the walker was an extension of Nyrox himself; the very mark of an expert pilot.

Veers was most impressed, and appointed Nyrox as pilot for his lead walker, Thunderer One, the point walker of Thundering Herd. Nyrox received a rank of lieutenant, straight out from the Academy. For his actions at the Battle of Hoth, Nyrox was promoted to Captain.

■ Lieutenant Nyrox

Type: AT-AT walker pilot

DEXTERITY 2D+1

Blaster 4D+1, blaster artillery 3D+1, vehicle blasters 3D+2

KNOWLEDGE 1D

Value 3D

MECHANICAL 3D

Ground vehicle operation 4D+2, repulsorlift operation 4D+2, walker operation: AT-AT 5D

PERCEPTION 2D

Command 3D

STRENGTH 2D

Stamina 3D

TECHNICAL 1D

Walker repair: AT-AT 3D

Move: 10

Equipment: Blaster pistol (4D+2), battle armor with internal comlink (+1D energy and physical, head and chest, -2 to Dexterity and all related actions)

General Maximilian Veers

General Maximilian Veers is the most effective combination of cunning, ruthless efficiency and loyalty to the Empire that the Imperial Army has ever produced. His rapid advancement through the ranks attests to this fact. What has made his career history even more noteworthy, however, is the large number of former superiors who have placed themselves on record as being in support of him.

Veers started in the Imperial Army, soon opting to join the assault armor division. He decided that the great mechanical monsters that were the All Terrain Armored Transports were the vehicles that most exemplified his personality and that of the Empire. He took to this training with ruthless abandon and surprising intellect. He showed remarkable initiative, emerging from several "suicide missions" by surpassing his mission assignments.

His superiors found him both very good and very dangerous. He received a promotion to commander of an AT-AT, then was shipped to an out-of-

Thunder on the Snow: Imperial Forces at the Battle of Hoth

Imperial AT-AT (All Terrain Armored Transport)

The heart of the Imperial ground forces at the Battle of Hoth were the AT-AT walkers. Known among the fleet as "snow walkers" these specially-modified cold-weather AT-ATs were designed at the Imperial Robotics Construction Facility Ice Station Beta on the ice-world of Anteevy. While all outside appearances would suggest a standard AT-AT, these walkers had specially designed heat circulation systems, de-icing controls, and energy efficient environmental controls. The crews assigned at Hoth were the Thundering Herd walker squadron, an elite team from Raithal Academy led by Lieutenant Nyrox.

■ AT-AT Walker

Craft: Imperial All Terrain Assault Transport
Type: Assault walker
Scale: Walker
Size: 20.8 meters long, 15.5 meters tall
Skill: Walker operation: AT-AT
Crew: 5, skeleton: 3/+10
Crew Skill: Vehicle blasters 5D, walker operation 5D
Passengers: 40 troops (or 2 AT-STs)
Cargo Capacity: 200 kilograms
Cover: Full
Cost: Not available for sale
Move: 21; 60 kmh
Body Strength: 6D
Weapons:
 2 Heavy Laser Cannons (fire-linked)
 Fire Arc: Front
 Crew: 1 (co-pilot or commander)
 Skill: Vehicle blasters
 Fire Control: 2D
 Range: 50-500/1.5/3km
 Damage: 6D
 2 Medium Blasters (fire-linked)
 Fire Arc: Front
 Crew: 1 (co-pilot or commander)
 Skill: Vehicle blasters
 Fire Control: 2D
 Range: 50-200/500/1km
 Damage: 3D

Note: The AT-AT's head is mounted on a pivoting neck, which can turn and face the left, front and right fire arcs. An AT-AT may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).

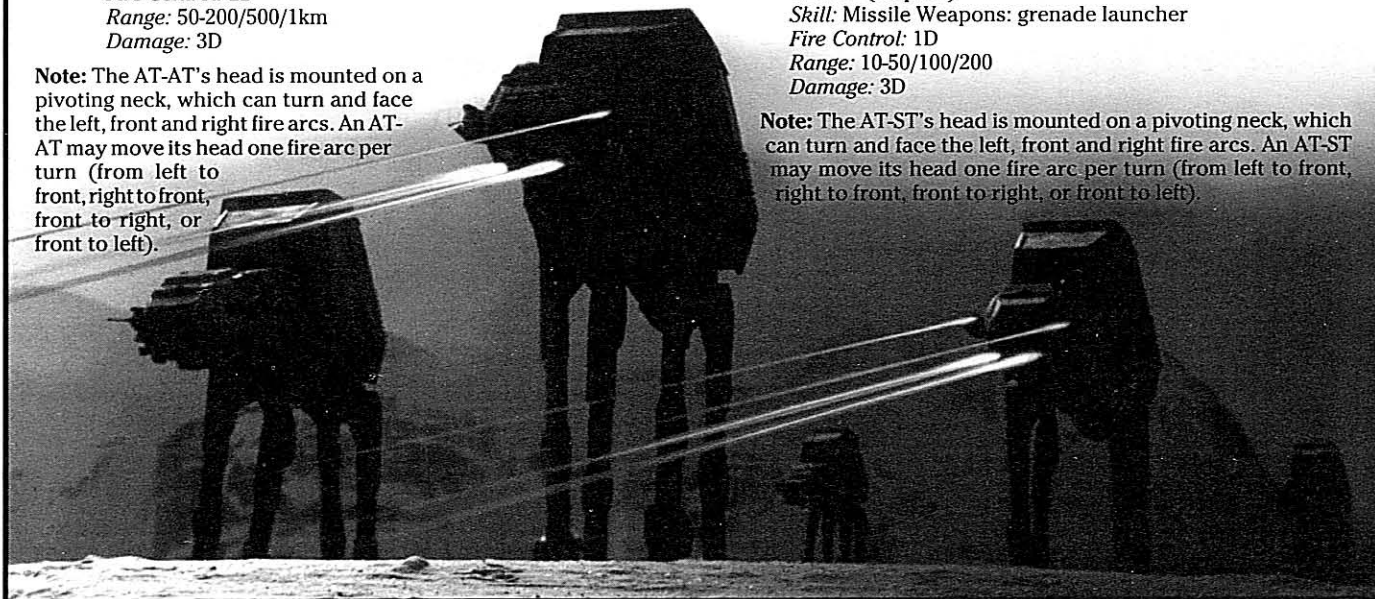
Imperial AT-ST (All Terrain Scout Transport)

Providing flanking support to the AT-ATs at Hoth were a group of AT-ST scout walkers. Like the main walkers, these scouts were somewhat modified for cold weather environment. During the Hoth campaign, the AT-STs managed to stop several Rebel sapper teams hoping to take advantage of the plodding AT-ATs blind spots.

■ AT-ST Walker

Craft: Imperial All Terrain Scout Transport
Type: Scout walker
Scale: Walker
Size: 6.4 meters long, 8.6 meters tall
Skill: Walker operation: AT-ST
Crew: 2, skeleton: 1/+15
Crew Skill: Missile weapons 4D, vehicle blasters 4D+2, walker operation 5D
Cargo Capacity: 200 kilograms
Cover: Full
Cost: Not available for sale
Maneuverability: 1D
Move: 30; 90 kmh
Body Strength: 3D
Weapons:
 Twin Blaster Cannons
 Fire Arc: Front
 Crew: 1 (pilot)
 Skill: Vehicle blasters
 Fire Control: 1D
 Range: 50-200/1/2km
 Damage: 6D
 Twin Light Blaster Cannons
 Fire Arc: Front
 Crew: 1 (co-pilot)
 Skill: Vehicle blasters
 Fire Control: 1D
 Range: 50-300/500/1km
 Damage: 2D
 Concussion Grenade Launcher
 Fire Arc: Front
 Crew: 1 (co-pilot)
 Skill: Missile Weapons: grenade launcher
 Fire Control: 1D
 Range: 10-50/100/200
 Damage: 3D

Note: The AT-ST's head is mounted on a pivoting neck, which can turn and face the left, front and right fire arcs. An AT-ST may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).



the-way world where he could either excel or perish. On Culroon III, Veers made the first major step up the military command ladder when he and his crew saved a stormtrooper detail from the machinations of a foolish general. He was promoted to major, and then the rest came quickly.

It was just after his promotion to colonel when dark questions began surfacing concerning his methods of career advancement. But the Battle of Yavin, with the devastating destruction of the Death Star and ensuing power vacuum, provided Veers with yet another opportunity for promotion. This time it was a blatant leap over the heads of several high colonels, straight to his assignment as general in charge of ground forces for Lord Vader's fleet. Whether Veers's reputation was the deciding factor in his being granted this position, or the premeditated idea on the part of his superiors that such a promotion would mean Veers would be interacting directly with Lord Vader (not exactly the most enviable of assignments) isn't clear. Nevertheless, not a single high colonel questioned this unorthodox promotion, and the dark questions concerning Veers quickly faded.



This appointment was the pinnacle of success for someone in Veers's position, and he lost no time in proving himself. A few weeks after the promotion, Veers had his forces pared down by ten percent, yet efficiency was upped by 50 percent. His timing was impeccable, as events unfolding in a remote planetary system known as Hoth were soon to demonstrate.

Veers is the Imperial officer generally credited for the devastating success of the Hoth campaign. He managed to turn what was initially a strategic blunder for the Imperial Navy into proof that his unprecedented promotion was warranted. When the Imperial fleet came out of hyperspace too close to the Hoth system to gain the advantage of surprise, a space-to-surface bombardment became out of the question, since the Rebels were able to raise their planetary defense shield. So, a ground assault was launched and led by Veers, who masterfully executed the attack using an assault group of AT-AT walkers and support troops. This single attack almost brought an end to the Rebellion. If it were not for the constant state of preparation in which the Alliance held itself, there is little doubt that hope for the future of freedom in the galaxy would now be but a fast fading memory.

Today, Veers continues to gain respect and influence among his peers as he slowly works up the chain of command. Should his career continue unabated, and there is no indication to suggest otherwise, there is little doubt that Veers will ascend higher along the Imperial command structure. Veers might be the only living Imperial officer who doesn't share an all-consuming fear of Darth Vader. This is not a from a lack of respect for Vader. Rather, the two seem to respect one another, as Vader appreciates Veers' ruthless and cunning nature. The continued rise of Veers through the Imperial command poses a great threat to the Rebel Alliance.

■ General Maximilian Veers

Type: Imperial Army officer

DEXTERITY 2D

Blaster 5D+2, blaster artillery 6D, dodge 4D+1

KNOWLEDGE 3D+1

Bureaucracy 5D, intimidation 5D+1, survival 4D+2, tactics: ground assault 8D+2, tactics: squad 6D+1

MECHANICAL 3D+2

Walker operation: AT-AT 8D

PERCEPTION 3D

Bargain 4D+2, command 6D+1, search 4D+2

STRENGTH 3D

Brawling 5D, stamina 5D

TECHNICAL 3D

Demolitions 4D, walker repair: AT-AT 5D

Force Points: 3

Dark Side Points: 2

Character Points: 10

Move: 10

Equipment: Blast helmet (+1D physical, +1 energy), blast armor (+1D physical and energy), heavy blaster pistol (5D)

Chapter Four

IMPERIAL FLEET

PROFILES





"I want that ship, not excuses."

— Darth Vader

It is rather obvious that after the destruction of the Death Star, the Empire gave a great deal more credence to a Rebellion that was, until that stunning victory, considered relatively insignificant militarily. Until the commissioning of that massive battle station, the Imperial fleet had always acted as the strong arm of the Empire and as the crushing fist of the Emperor. The dreaded Death Star threatened to eclipse the Imperial Navy as the Emperor's terror weapon of choice, but with its destruction, the fleet returned to its position of dominance. Even before the defeat at Yavin, the Emperor authorized the construction of the unprecedented Super Star Destroyer *Executor*.

After designing the mighty *Imperial*-class Star Destroyer, brilliant engineer Lira Wessex turned her talented eye toward improving on the design. Acknowledging that the immense size of the Imperial cruiser is largely responsible for its ability to intimidate, she began to design a cruiser that would dwarf even these immense battle cruisers. The *Executor* was constructed at the secret shipyards of Fondor.

The Emperor granted the Dark Lord a free hand in forming the ultimate instrument of the Rebellion's doom, presenting him with *Executor* as a gift. Vader took that liberty to gather his favored Star Destroyers to assist him. But they were all just window dressing for the mighty *Executor*. The forming of this Imperial Fleet, the so-called Imperial Death Squadron, became a public event, and a position of command within that fleet became the Empire's highest military accolade.

In the Emperor's eyes, there was no longer a need for secrecy. He hoped to intimidate and crush the spirit of an Alliance that still basked in the fleeting glory of a decisive, but solitary victory.

Admiral Ozzel

Many of the officers of the Imperial Navy have refused to accept the true meaning and nature of

the Emperor's "New Order." Consequently, many of these men, intoxicated with delusions of power and control, have, in the end, found themselves under the heel of this New Order.

Darth Vader, as representative of the Emperor, was removed and superior to the Empire's military hierarchy. Those who did possess official rank often felt resentment toward the Dark Lord. Quite often they felt his evil wrath as well. One such foolish Imperial officer was the late Admiral Ozzel.

Many speculated that certain older ties between military command and Ozzel's bloodline were responsible for his appointment as commander of the fleet that was to hunt down and destroy the elusive Rebellion. Another theory seems more credible, however. This fleet was the personal instrument of Darth Vader, but it had to be given a military commander besides the Dark Lord to appease the high-ranking members of the general staff.

Regardless of the reasons behind the appointment, Ozzel was given the command. His mission was to hunt down and destroy the Rebel Alliance, using whatever means he deemed necessary. But despite the tremendous resources at his disposal, Ozzel preferred a more personal approach to the problem. He followed up any substantial leads personally. This often meant diverting the fleet on less than productive forays.

Lord Vader did not put up with these indulgences for long, however. He began to restrict Ozzel's involvement so that he was a mere figurehead to relay orders to the rank-and-file. Ozzel lacked the common sense to know when to keep his opinions to himself, arguing with Vader over the decision to investigate the Hoth system. When Ozzel had the fleet emerge from hyperspace close within the Hoth system, Vader punished him for alerting the Rebels to their presence. "He is as clumsy as he is stupid," said Vader. With this event, Admiral Ozzel failed Lord Vader for the last time.

Admiral Ozzel

Type: Imperial Admiral
DEXTERITY 3D+2
 Blaster 4D, blaster artillery 4D+1, vehicle blasters 4D+1
KNOWLEDGE 3D+1
 Bureaucracy: Imperial fleet 5D, planetary systems 6D, tactics: capital ships 7D+1, tactics: fleets 6D
MECHANICAL 3D
 Astrogation 5D, capital ship piloting 4D+2,
PERCEPTION 2D+2
 Command 10D, search 4D
STRENGTH 2D+1
TECHNICAL 3D
 Computer programming/repair 4D, security 4D+1
Character Points: 9
Move: 10
Equipment: Blaster pistol (4D), comlink, datapad

Admiral Piett

Promotion within the ranks of the Imperial Navy is usually slow and almost always political. None of these things held true within the ranks of Lord Vader's fleet, however. Promotion within this fleet was largely due to attrition brought on by outright failure and execution.

Vader obviously feels that fear is the greatest motivating factor, but the overall performance of his fleet proved him wrong. In this case, fear was a distracting element, creating pressure and tension, leading to mistakes and a series of senseless executions. There was one man, however, who was able to mask and divert the results of his mistakes. He rose to command the entire fleet. This man was Admiral Piett, a man who deftly avoided the Dark Lord's wrath several times during his continuing tenure as admiral of the fleet.

But it was not without some effort that Piett achieved this pinnacle. His career appeared, on record, to be a nearly flawless one. However, he made many mistakes during his ascent through the positions of command. Being able to cover your mistakes is as much a talent as not making



The Asteroid Belt

From the data-journal of Voren Na'al

Occupying the outermost orbit in the Hoth system is a chaotic asteroid belt, the result of two rocky planets colliding eons ago. The impact shattered both worlds, scattering a wide storm of asteroids throughout the system. To this day, the remains of the worlds continue to smash into one another, pulverizing each other into so much dust. The fragments that make up the thickest region of the belt vary in size from tiny granules to immense planetoids with trace atmospheres.

Over the years, the Hoth asteroid belt has attracted criminal elements that used the field for effective, if dangerous, hiding places. Aside from the threats of asteroid collision, the belt features natural inhabitants that spacers need to be wary of. The Hoth asteroid belt is filled with mynocks, silicon-based energy parasites that often attach themselves to passing starships.

The Hoth asteroid belt is reputed to have one of the largest space slugs on record. While I generally dismissed this as spacer talk, the kind of tales told in cantinas throughout the galaxy, when the *Falcon* rejoined the Alliance fleet I learned otherwise. The first surprise came when I learned that Captain Solo kept logs. The second surprise was that the sensor logs indicated that the *Falcon* spent some time in an immense space slug. The logs scaled it at about 900 meters. It's definitely one for the scientists.

As incredible as this find was, it also supports another unlikely theory. Spacer legend has it that a pirate named Clabburn used space slugs as

guardbeasts for his roving asteroid headquarters. While this was years ago, other legends say that these slugs grew to incredible size in the zero-gravity of the asteroid field. It's interesting that while the *Falcon* was making history in the Galactic Civil War, it was also shedding light on some old spacer folklore.

■ Mynock

Type: Parasite
DEXTERITY 3D
PERCEPTION 1D
STRENGTH 1D
Special Abilities:

Energy Drain: Mynocks survive by draining energy from starships.

Flight: Mynocks who drain enough energy can fly.

Silicon Life Forms: Mynocks are silicon-based and can survive in the vacuum of space.

Move: 9 (flight), 1 (unit per turn)

Size: Up to 1.6 meters long

■ Space slug

Type: Vacuum predator
DEXTERITY 2D
PERCEPTION 1D
STRENGTH 6D (creature scale)/5D (starfighter-scale)*
Special Abilities:

Vacuum: Space slugs are native to the vacuum of space and can survive in this environment with no assistance.

Teeth: Do STR+1D damage.

Move: 6 (creature-scale slugs only)

Size: May be as small as 1 meter long, possibly up to 900 meters long

Scale: Creature to Capital

* For a 6-meter-long and a 900-meter-long slug, respectively; *Strength* varies dramatically by the length of the slug; extremely large slugs are in the starfighter or capital class.

them in the first place. Perhaps, in the eyes of some, discretion is the better part of ability.

Starting his career as a commander in a small patrol squadron on the Outer Rim was not the most auspicious of beginnings for a young officer, but Piett made the best of it. In his tenure there, he amassed a tremendous record of “arrests and suppressions,” making his sector one of the most secure in the Empire’s wild and often uncontrollable Outer Rim. His military record while in those far reaches was flawless, and soon his reputation reached even the isolated Imperial top-brass deep in the Core. They chose him as one of the elite group of commanders gathered to lead the fleet assembled to aid Lord Vader in his search for the new Rebel base.

When this fleet was first formed, Captain (his rank then) Piett’s commanding officer was Admiral Griff. Griff’s subsequent failure to capture Alliance forces during their evacuation of Yavin Four brought Admiral Ozzel to command the fleet. At first, most officers in the fleet saw Ozzel as Vader’s equal in power and in the command of the fleet, but Piett knew better. He had heard stories of Vader’s arbitrary “punishments,” and he vowed not to become one of the Dark Lord’s victims. Piett’s initial assignment was to dispatch and conduct information retrieval from the many thousands of remote probes sent out across the galaxy in search of the Rebel Alliance.

Piett, knowing that Ozzel would attempt to lay any blame for mistakes on the heads of lower officers, namely himself, went directly to Vader with the initial report from the probot in the Hoth system. He knew that the Admiral would ignore the signal, as was his usual response, calling it “reaching for evidence.” And so Piett waited until Lord Vader was on the bridge before he approached Ozzel with the news. As expected, Ozzel dismissed the report saying that he wanted “proof, not leads.” But with his uncannily acute senses, Lord Vader overheard the conversation, as Piett had planned. The Dark Lord overrode the Admiral’s authority and commanded the fleet to set course for the Hoth system.

Piett’s scheme had worked to perfection, making Ozzel look bad to Vader, while at the same time making himself look sharp and attentive. When Ozzel ordered the fleet out of hyperspace too close to the Hoth system, allowing the Rebels to raise their planetary defense shield, it was his last mistake. Lord Vader immediately and permanently “removed” Ozzel, while at the same time promoting Piett to the rank of Admiral and giving him command of the fleet.

Piett quickly learned that being responsible for the fleet was not necessarily the best of all possible positions in which to be. Although he remains in this position, it may only be a matter

of time before Piett, too, fails the Dark Lord and has to pay the price.

■ Admiral Piett

Type: Imperial Admiral

DEXTERITY 3D+2

Blaster 4D+2, dodge 4D

KNOWLEDGE 3D+1

Bureaucracy: Imperial fleet 5D+2, intimidation 5D, planetary systems 4D+2, tactics: capital ships 6D, tactics: fleets 4D

MECHANICAL 3D

Astrogation 6D, capital ship piloting 4D+1, starfighter piloting 4D+1,

PERCEPTION 2D+2

Command 8D+2, con 4D

STRENGTH 2D+1

Stamina 3D+1

TECHNICAL 3D

Computer programming/repair 4D, security 4D+1

Character Points: 6

Move: 10

Equipment: Blaster pistol (4D), datapad, comlink

Captain Needa

“Captain Needa, the ship no longer appears on our scopes.” Those were quite possibly the most frightening words that Needa had ever heard in his life. The Empire’s forces had chased the *Millennium Falcon* through an asteroid field, and it was obvious how much capturing that smuggler’s ship meant to Lord Vader.

Needa’s ship, the Imperial Star Destroyer *Avenger*, had been given the prestigious “point” position in the most powerful space fleet ever assembled. It was not without good reason that the *Avenger* was granted this honor. For some time, Needa and his ship had performed brilliantly in quelling Outer Rim uprisings. Needa was a ruthless and efficient commander, the ideal “point” commander for any fleet.

But it was not the Dark Lord who made the appointment, it was Admiral Ozzel. Consequently, Needa became one of Ozzel’s closest advisors within the fleet. He was often given independent assignments by the admiral, assignments that sent the *Avenger* off on its own to follow up on certain leads. This lasted only as long as Admiral Ozzel’s command, however. The Dark Lord was wary of all of Ozzel’s trusted advisors, and each of these men was given very little leeway by Vader. One mistake, one failure, and they would be permanently “relieved” of duty by Lord Vader.

Needa’s lone and singularly fatal mistake came in the form of overconfidence. He had plunged headlong into the asteroid field in pursuit of the *Millennium Falcon*, just as Lord Vader had commanded. The damage sustained by the *Avenger*’s journey into the asteroid field was substantial, and the gunnery crews were kept constantly busy attempting to shoot down all the rocky debris in the *Avenger*’s path. So, when the *Millennium Falcon* was finally flushed out of the deadly

Hoth Transit

From the data-journal of Voren Na'al

It's when I think about how Han Solo evaded an Imperial fleet that I miss him the most, and realize what a remarkable man the Alliance has lost. The following report was collected research for an address to be read by Mon Mothma, recognizing Solo for his contributions. When Princess Leia discovered what I was doing, she was angrier than I had ever seen her. She didn't agree with the air of finality that it carried.

Immediately after its departure from Hoth, Captain Solo plunged the *Falcon* into Hoth's asteroid belt. It was pursued by the Star Destroyer *Avenger*, one of the few remaining fleet ships in the area. Much of the fleet was dispersing, attempting to intercept whichever transport they could. Solo and Chewbacca's skills were such that not a single pursuing TIE fighter survived the initial pursuit. If only their repair skills could be so commended, since the *Falcon*'s hyperdrive failed to activate. The *Falcon* set down in a massive crater in an equally massive asteroid. In what eventually turned out to be an incredibly huge space slug (see addendum files v153.562), the beleaguered

crew tried to effect repairs to the hyperdrive.

The *Falcon*'s respite was brief, as the space slug did not appreciate stowaways in its silicon esophagus. The freighter tore out of the asteroid belt, exposing itself to the *Avenger* again. The Destroyer was in close pursuit, and the hyperdrive refused to let Solo have a daring escape. Then, and I didn't believe this until I rechecked the sensor logs, Solo attacked the *Avenger*. At last minute, he reverse-triggered the *Falcon*'s acceleration compensators, killing all forward velocity. He pulled the ship close to the *Avenger*, found a blind spot, killed all onboard systems save emergency power, and used the ship's landing claw to secure purchase on the *Avenger*'s conning tower. Such a maneuver, of course, completely destroyed the *Falcon*'s hyperdrive, but Captain Solo didn't have much choice.

When the fleet began to break apart, and the *Avenger* began releasing a second load of garbage, Solo had his timing worked out perfectly. He detached from the *Avenger*, floating away with the rest of the garbage. It was ingenious. It should have worked. If only Fett wasn't so ingenious as well.

field, Needa and his ship were not properly prepared.

Still, Needa felt confident that he had the freighter trapped. But when Captain Solo swung his ship around to attack its far larger and better-armed pursuer, Needa was caught off-guard. His first instinct was to reduce the tiny attacker to particles, but Lord Vader had made it quite clear that he wanted the ship and its crew intact.

In retrospect, Captain Needa's idea to "personally apologize" to Lord Vader for losing the *Millennium Falcon* may not have been the most prudent way to handle the situation. The apology was "accepted" by the Dark Lord, who in return for Needa's honesty, introduced the humbled captain to power of the dark side of the Force.

■ Captain Needa

Type: Imperial Captain

DEXTERITY 2D+2

Blaster 4D+1, dodge 4D

KNOWLEDGE 3D

Bureaucracy: Imperial fleet 3D+2, intimidation 6D, tactics: capital ships 5D+2, willpower 4D+2

MECHANICAL 3D+2

Astrogation 4D, capital ship piloting 5D+2

PERCEPTION 3D+1

Command 4D+2, command: Avenger crew 6D+2

STRENGTH 2D+1

Brawling 4D, swimming 3D+2

TECHNICAL 3D

Capital ship repair 4D+1, security 4D+2

Character Points: 5

Move: 10

Equipment: Blaster pistol (4D), comlink

Darth Vader

When the Death Star battle station exploded into a thousand shards of light, it was thought that the threat of Darth Vader was lost to the endless void. But Vader survived. He returned from his unwanted sojourn into deep space even stronger, more powerful than he was before.

Darth Vader, Dark Lord of the Sith, has been quite busy since the Battle of Yavin. Both he and the Emperor recognize that the Empire has underestimated the abilities of the Rebellion, and are taking measures to rectify the matter — the threat of the Rebellion being snuffed out has never been as great as it is now. This is largely due to the efforts of the Dark Lord and his awesome fleet, the combination of which has struck devastating blows to the Alliance. With the embarrassment of the Death Star behind them, the Emperor and his trusted servant made plans for the complete and total destruction of the Rebellion.

Vader was assigned the task of personally hunting down and destroying the Rebels respon-



sible for the Death Star's destruction. To aid him in this task, he was given a weapon of such size and power as had never been seen before. The mighty fleet assigned to do Vader's bidding, code-named the Imperial Death Squadron, is one of the most powerful fleets ever assembled in Imperial history. Considering the relative size and strength of its Rebel counterpart, this fleet is a shining example of Imperial overkill and inefficiency.

While the grand scheme of entirely eliminating the Rebellion was foremost on the minds of Vader and his Emperor, there remains a more personal aspect of this quest. Aside from searching for the Alliance in general, Vader specifically sought out Luke Skywalker and his friends.

Vader had spent much time, and many Imperial resources tracking down the pilot who destroyed the Death Star. He knew the Force was strong with him. Did Obi-wan have another student? Vader found the truth, and had a brief confrontation with Skywalker on fog-enshrouded mining colony of Mimban. Then Skywalker disappeared into space again, along with the Rebels. Vader's hunt began anew. The true reason behind this seemingly personal manhunt are as yet unknown, but Vader and Skywalker's connection to the Force undoubtedly has something to do with it.

Captain Solo, Leia Organa, and the Wookiee Chewbacca, separated from Skywalker, were pursued by the Imperial fleet following the Battle of Hoth. Vader chased them, unceasingly, until they were trapped. Captured and tortured, Luke's closest friends served as bait for Vader's primary target. The bait was taken, as Vader and his Emperor had foreseen. Skywalker came face to face with the Dark Lord on Bespin's majestic Cloud City.

Miraculously, Commander Skywalker survived his encounter with the Dark Lord, although not entirely unscathed. He bears scars both physical and mental. But the determination and energy with which Vader pursued Skywalker and his comrades indicates that both the Dark Lord and his Emperor have put a great emphasis on capturing the Jedi-to-be.

■ Darth Vader

Type: Dark Lord of the Sith

DEXTERITY 3D

Blaster 5D, blaster artillery 4D+1, brawling parry 6D+1, dodge 7D, lightsaber 11D+2, melee combat 7D, melee parry 9D, vehicle blasters 6D

KNOWLEDGE 3D+2

Alien species 7D+1, bureaucracy 9D+1, cultures 7D, intimidation 10D+1, languages 6D+1, planetary systems 8D, streetwise 7D, survival 6D, value 6D, willpower 8D+1

MECHANICAL 4D

Astrogation 7D+1, capital ship gunnery 8D, capital ship piloting 8D, capital ship shields 5D, repulsorlift operation 5D+2, starfighter piloting 10D, starship gunnery 8D, starship shields 5D

PERCEPTION 3D+1

Bargain 4D, command 11D, con 4D, gambling 4D+1, hide 5D+2, persuasion 8D+1, search 8D, sneak 5D+2

STRENGTH 3D

Brawling 9D, climbing/jumping 7D+1, lifting 8D+1, stamina 8D+1

TECHNICAL 3D

Armor repair 6D+1, capital ship repair 5D, lightsaber repair 7D+2, security 6D+2, starfighter repair 5D

Special Abilities:

Force Skills: Control 11D+1, sense 12D+1, alter 11D

Force Powers (these are the known powers Vader possessed and it is believed that he had access to many other powers):

Control: Absorb/dissipate energy, accelerate healing, concentrate*, control pain, detoxify poison**, enhance attribute**, hibernation trance, reduce injury, remain conscious, resist stun

Sense: Combat sense**, danger sense**, instinctive astrogation, life detection, life sense, magnify senses, receptive telepathy, sense Force

Alter: Injure/kill, telekinesis

Control and Alter: Feed on dark side***, inflict pain

Control Sense and Alter: Affect mind, telekinetic kill**

*Described in the *Star Wars Movie Trilogy Sourcebook*

**Described in the *Thrawn Trilogy Sourcebook*

*** Described in *Galaxy Guide 9: Fragments from the Rim*

This character is Force-sensitive

Force Points: 20

Dark Side Points: 25

Character Points: 35

Move: 10

Equipment: Lightsaber (5D), body armor (+1D all attacks, respirator is necessary to keep Vader alive)

Lieutenant Venka

Lieutenant Venka served as the bridge officer aboard the *Executor* under Captain Piett's command. When Vader killed Ozzel for his incompetence, and Piett was promoted to head of the fleet, much of the operation of the *Executor* fell on the shoulders of Venka.

Piett denied Venka a promotion to captain, saying that the remainder of the Hoth campaign would be a "test" of Venka's command abilities. Secretly, Venka loathed Piett for this decision, thinking Piett as merely lucky to be next in line to the admiralship, and questioning Piett's true abilities. Venka gritted his teeth, and attempted to do the job as best as he could.

Venka is a native of Coruscant, and learned military basics at one of the oldest, most prestigious academies in the Core. A son of a wealthy industrialist, Venka had a spoiled childhood, and had many connections in the academy that helped him graduate at the top of his class. It was these connections that got Venka appointed to a ship like the *Executor*. He served on the premiere flagship of the Imperial Fleet at the young age of 27 standard years.

Venka's last task as lieutenant was organizing a boarding party for the *Millennium Falcon*. When the *Falcon* surprised all aboard the *Executor* by jumping into hyperspace and leaving the Bepin system, Piett promoted Venka to captain. That Piett survived this debacle may have something to do with the promotion.

Maybe Piett finally realized how lucky he really was.

■ Lieutenant Venka

Type: Star Destroyer Officer

DEXTERITY 2D+2

Blaster 4D+2, dodge 4D+2

KNOWLEDGE 3D

Bureaucracy: Imperial fleet 4D, planetary systems 3D+1

MECHANICAL 3D+2

Capital ship piloting 4D

PERCEPTION 3D+1

Bargain 5D+1, command 4D+1, sneak 4D

STRENGTH 2D+1

Brawling 3D+2, stamina 3D+1

TECHNICAL 3D

Capital ship repair 4D+1

Move: 10

Equipment: Blaster pistol (4D), comlink

Star Destroyer Officer

The life of a Star Destroyer officer revolves around a single, fundamental concept — competition. Imagine being one of hundreds, sometimes even thousands, of officers aboard a single vessel. The command structure of such a ship is conducive to tremendous amounts of head-to-head competition.

With many officers not being truly sure just where they fit in the grand scheme of the chain of command, power struggles and conflicts of every type abounded in the fleet. This was just how the top Imperial brass wanted the situation to be. They figured that greater amounts of competition between Star Destroyer officers were a positive thing, inducing more careful work habits and fewer mistakes.

Because these huge ships spent so much time out in deep space, without constant or immediate supervision from the Imperial High Command, their commanders often took liberties with their crews that they would otherwise be unable to take. This was, of course, especially true of Lord Vader's fleet. The Dark Lord had absolute power over his crew and often expressed his own rather severe form of punishment.

For this reason, among others, Star Destroyer assignments, while coveted for their potential for advancement, were feared for the likelihood that an officer would suffer for something beyond his control. That Star Destroyer officers had the fastest promotion ratio and, yet, the worst service records and lowest life expectancies among all branches of the Imperial officer class was well known among members of the military elite. Star Destroyer officers were also known as nervous, insecure men who had little chance for successful military careers.

But having a commission aboard a Star Destroyer, with all of its ruthless competition, can be an extremely prosperous and beneficial environment for an ambitious man with his wits about him. Suffice it to say, there is no room for error aboard a Star Destroyer. An officer either succeeds or he fails. Those of nimble mind and strong purpose prospered, while those without these qualities were doomed to failure.

Typical Star Destroyer Officer. *Dexterity 2D+2, blaster 4D+2, dodge 4D, Knowledge 3D, bureaucracy 4D, planetary systems 3D+1, tactics: capital ships 5D, tactics: fleets 4D, Mechanical 3D+2, capital ship piloting 4D, Perception 3D+1, bargain 5D+1, command 4D+1, hide 4D, Strength 2D+1, brawling 3D+2, stamina 3D+1, Technical 3D, capital ship repair 4D+1. Move: 10. Character points: Varies, typically 0-5. Blaster pistol (4D), comlink.*

Imperial Death Squadron

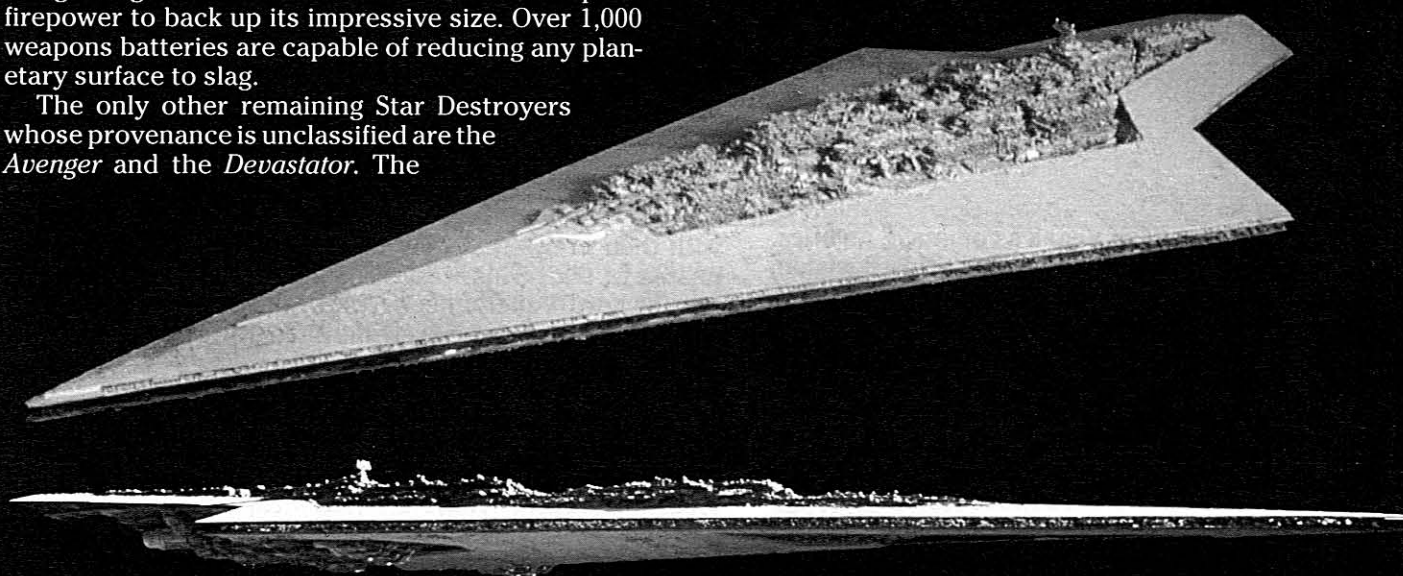
The Imperial Star Destroyer squadron assigned to Darth Vader after the Battle of Yavin was code-named the Imperial Death Squadron. First under the command of Admiral Griff, and later Admiral Ozzel, and later still, Admiral Piett, the Squadron consists of Vader's *Super-class* Star Destroyer and a mix of five *Imperial I* and *Imperial II* Star Destroyers.

The *Executor* is the first of four *Super-class* Star Destroyers. At over eight kilometers in length, the *Executor* is capable of winning engagements without firing a single shot. Not that it doesn't have adequate firepower to back up its impressive size. Over 1,000 weapons batteries are capable of reducing any planetary surface to slag.

The only other remaining Star Destroyers whose provenance is unclassified are the *Avenger* and the *Devastator*. The

first, Captain Needa's vessel, has a proud history of over 436 planetary suppressions since commissioned, its last being Dankayo. Strangely, it has served under eight different captains in the last few years.

The *Devastator* was Lord Vader's personal flagship until the Battle of Yavin. The *Devastator* is noteworthy for having captured the *Tantive IV*, Princess Leia Organa's consular ship, over Tatooine. Before that, it was Lord Tion's flagship that saw heavy action in the subjugation of Ralltiir.



■ Executor

Craft: Kuat Drive Yards' Super Star Destroyer
Type: Star Destroyer
Scale: Capital
Length: 8,000 meters
Skill: Capital ship piloting: Super Star Destroyer
Crew: 279,144, gunners: 1,590, skeleton: 50,000/+10
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D
Passengers: 38,000 troops
Cargo Capacity: 250,000 metric tons
Consumables: 6 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Space: 4
Hull: 10D
Shields: 8D
Sensors:
 Passive: 75/1D+2
 Scan: 150/3D+2
 Search: 300/5D
 Focus: 8/6D+2

Weapons:

250 Turbolaser Batteries

Fire Arc: 100 front, 75 left, 75 right
Crew: 1 (100), 2 (150)
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D

250 Heavy Turbolaser Batteries

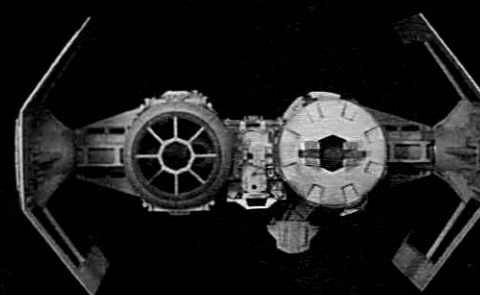
Fire Arc: 100 front, 50 left, 50 right, 50 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D

40 Tractor Beam Projectors

Fire Arc: 20 front, 10 left, 10 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 9D

TIE Bomber

Aside from the standard TIE/In starfighters, one of the TIE models that performed most prominently during the events surrounding the Battle of Hoth was the TIE bomber. This double-pod starfighter is a dedicated light space bomber, with its port pod devoted entirely for carrying ordnance. To propel this heavier fighter, elongated solar panels collect additional energy for its twin ion engines. The TIE bombers were initially going to be used for surgical strikes against Echo Base, until Admiral Ozzel's incompetence alerted the Rebels, and allowed them time to erect their energy shield. Instead, the TIE bombers were used to limited success in bombing possible hiding places for the *Millennium Falcon* in the Hoth asteroid belt.

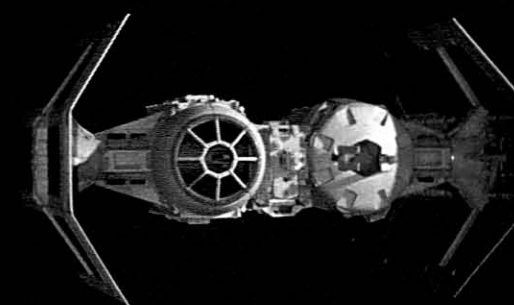


■ TIE Bomber

Craft: Sienar Fleet Systems TIE Bomber
Type: Dedicated Light Space Bomber
Scale: Starfighter
Length: 7.8 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Missile weapons 4D+1, starfighter piloting 4D, starship gunnery 5D
Cargo Capacity: 15 metric tons (bomb bay)
Consumables: 2 days
Cost: 150,000 (new), 75,000 (used)
Space: 6
Atmosphere: 295; 850 kmh
Hull: 4D+1
Sensors:
 Passive: 20/0D
 Scan: 35/1D
 Search: 50/2D
 Focus: 3/2D+2
Weapons:
 2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D
 Concussion Missiles (16 carried)
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 3D+2
Space Range: 1/3/7
Atmosphere Range: 50-500/1/5 km
Damage: 9D

TIE Shuttle

Another TIE, not designed for combat, but nevertheless utilized extensively during the Hoth campaign was the TIE shuttle. With the collected crew of six Star Destroyers, standard comm traffic between the starships of the Imperial Death Squadron would have interfered with the sensor scans and probe droid communications so vital for its missions. As such, many non-vital communications were physically shuttled back and forth when the fleet was not in hyperspace. Instead of the standard, high-profile Imperial *Lambda-class* shuttle, the TIE shuttle was dedicated to these tasks.



■ TIE/sh Shuttle

Craft: Sienar Fleet Systems TIE shuttle
Type: Priority personnel shuttle
Scale: Starfighter
Length: 7.8 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starship piloting 4D+1, starship gunnery 4D
Passengers: 2
Cargo Capacity: 1 metric ton
Consumables: 2 days
Cost: Not available for sale
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 2D
Sensors:
 Passive: 20/0D
 Scan: 40/1D
 Search: 60/2D
 Focus: 3/3D
Weapons:
 1 Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 2D+2

Chapter Five

BOUNTY HUNTERS



"I want them alive. No disintegrations."

— Darth Vader

The plight of Captain Han Solo was a particularly fascinating and tragic story. When they first heard of Jabba's price on their heads, Solo and his Wookiee companion knew they were in trouble. It astounds me just how widely-known this man has become not only in the Imperial circles, but the underworld as well. It seems that half the beings in the galaxy want Solo's hide for one reason or another, while the other half would lay down their lives to save Solo.

Greedo was a minor league bounty hunter — impressive as far as Tatooine went, but not much of a challenge for the experienced smuggler. However, as Jabba's bounty grew, much more talented bounty hunters took notice. People like Skorr, Cypher Bos, and of course, Boba Fett.

Solo's fame caught up with him on many worlds. After barely escaping a close encounter with Fett and his companions on Ord Mantell, Solo decided it was time to finally straighten out his problems with Jabba.

However, when the misadventures on Hoth brought him all too prominently to the attention of the Empire, Solo went from being a big mark to the most prized catch around. After personally witnessing the elusiveness of his prey, Lord Vader decided to call in some experts: bounty hunters. This was done partly to accomplish the task of finding the *Falcon*, and partly to demonstrate his disappointment with the skills of his Imperial crew.

Vader contacted Fett and other hunters, offering a rich bounty to whoever could capture Solo. The response was staggering. Bounty hunters, mercenaries, assassin droids, and blasters-for-hire the galaxy over responded. From the horde of applicants, Vader's personal staff selected a small number of specialists particularly suited for the job. Some of the hunters were hired simply because of their reputations, while others had had personal run-ins with Solo in the past and had a grudge to settle. These hunters were turned loose upon the galaxy, with the only restriction that the captives had to be turned over

to Vader alive.

Vader dispatched the hunters out, but not as a team. The deadliest beings in the galaxy also happened to carry with them the largest egos, and Vader knew this precluded co-operation.

As of this writing, although the reports are spotty, it appears the Empire has again been in contact with criminal organizations. If the report are true, that the Empire has been dealing with the Black Sun Syndicate, then it is a dark time for the Rebellion indeed.

Boba Fett

Boba Fett is known galaxy-wide as one of the deadliest bounty hunters in the business. He was a man known to kill without remorse, with no allegiance to anyone or anything but cold, hard credits.

Fett was working both ends of the bounty on Solo. Fett had briefly been in the employ of Jabba the Hutt for the sole purpose of nabbing the Corellian smuggler. Jabba also required Fett to supervise the work of Bossk and several other bounty hunters, for the Bloated One was willing to take no chances. Lord Vader enticed Fett by offering him a substantial bounty for finding Solo for the Empire first. He then guaranteed that Fett could have Solo to turn over to Jabba as well. Since Fett was already on retainer to Jabba for the capture of Solo, this was a natural assignment. Fett couldn't refuse the offer.

Solo didn't find out about Fett's involvement until the doors of Cloud City's Grand Dining Room slid open to reveal the evil visage of Vader. After Solo was stripped of his blaster, the sound of those spurs and the clink of battle armor chilled his blood. Fett stepped to Vader's side, and everything became quite clear.

That Han made his own capture pathetically easy was so very sweet. Solo bumbled straight into a very simple trap. The corrupt smuggler thought his old buddy, Lando Calrissian, would hide him from the Empire. He trusted Calrissian.

Fett learned long ago never to trust anyone or anything. Destroying Solo's faith in his friend was more than sweet revenge for his trouble on Ord Mantell.

The man who was Boba Fett remains a mystery. No one knows his history or background, although speculation runs rampant. Someone that talented cannot just appear from nowhere—some people believe Fett was a famous warrior who was believed killed in the Clone Wars, but took up this guise for reasons known only to himself.

Boba Fett wears a weapon-covered armored suit similar to those favored by a group of warriors from the Mandalore system who were defeated by the Jedi Knights during the Clone Wars. Whether Fett was a member of that group, or later found and adopted the armor as his own is unknown. The armor contains, by all accounts, a macrobinocular viewplate, infrared scope, sensor array, and microcomputer. It has built-in wrist lasers, rocket darts, miniature flame throwers, and a concussion grenade launcher. Several Wookiee scalps hang from his belt as evidence of his deadly abilities.

■ Boba Fett

Type: Bounty Hunter

DEXTERITY 4D

Armor weapons 6D, blaster 9D, brawling parry 5D+1, dodge 6D+1, grenade 7D, melee combat 6D, melee parry 6D, missile weapons 6D+2, thrown weapons 5D+2, vehicle blasters 7D

KNOWLEDGE 2D+2

Alien species 5D, bureaucracy 5D+2, cultures 5D, intimidation 7D+1, languages 5D+1, planetary systems 6D, streetwise 8D, survival 6D, value 6D+1, willpower 6D

MECHANICAL 2D+2

Astrogation 6D+1, jet pack operation 5D+2, repulsorlift operation 5D, repulsorlift operation: speeder bike 6D, space transports 7D, starship gunnery 8D, starship shields 6D

PERCEPTION 3D

Bargain 7D, command 4D+2, con 6D, gambling 6D, hide 4D+2, investigation 9D, persuasion 7D, search 8D+2, sneak 6D+2

STRENGTH 3D+2

Brawling 6D, climbing/jumping 4D, lifting 5D, stamina 7D, swimming 5D

TECHNICAL 2D

Armor repair 6D, computer programming/repair 4D, demolition 6D, droid programming 4D, security 8D, space transports repair 6D,

Force Points: 5

Dark Side Points: 6

Character Points: 22

Move: 10

Equipment: Blaster rifle (6D), Mandalorian battle armor, comlink, Wookiee scalps dangling from belt, *Slave I*

■ Boba Fett's Battle Armor

Model: Modified Mandalorian battle armor

Type: Modified personal battle armor

Cost: Not for sale

Availability: Unique

Game Effect:

Basic Suit: Provides +4D to *Strength* for physical attacks, +3D for *energy* attacks. Covers head, torso and arms. No *Dexterity* penalties.

Wrist Lasers: 5D damage, uses *armor weapons* skill, ranges: 3-5/25/50.

Rocket Dart Launcher: 6D damage, uses *missile weapons* skill, ranges 3-5/10/25, poison tipped (causes 5D damage for five rounds). Can use alternative poisons and stun serums.

Turbo-Projected Grappling Hook: 20 meter lanyard, uses *missile weapons* skill (ranges 0-3/10/20), magnetic grappling "hook."

Flame Projector: 5D damage, uses *armor weapons* skill, creates cone 1 meter wide, variable one to five meters long.

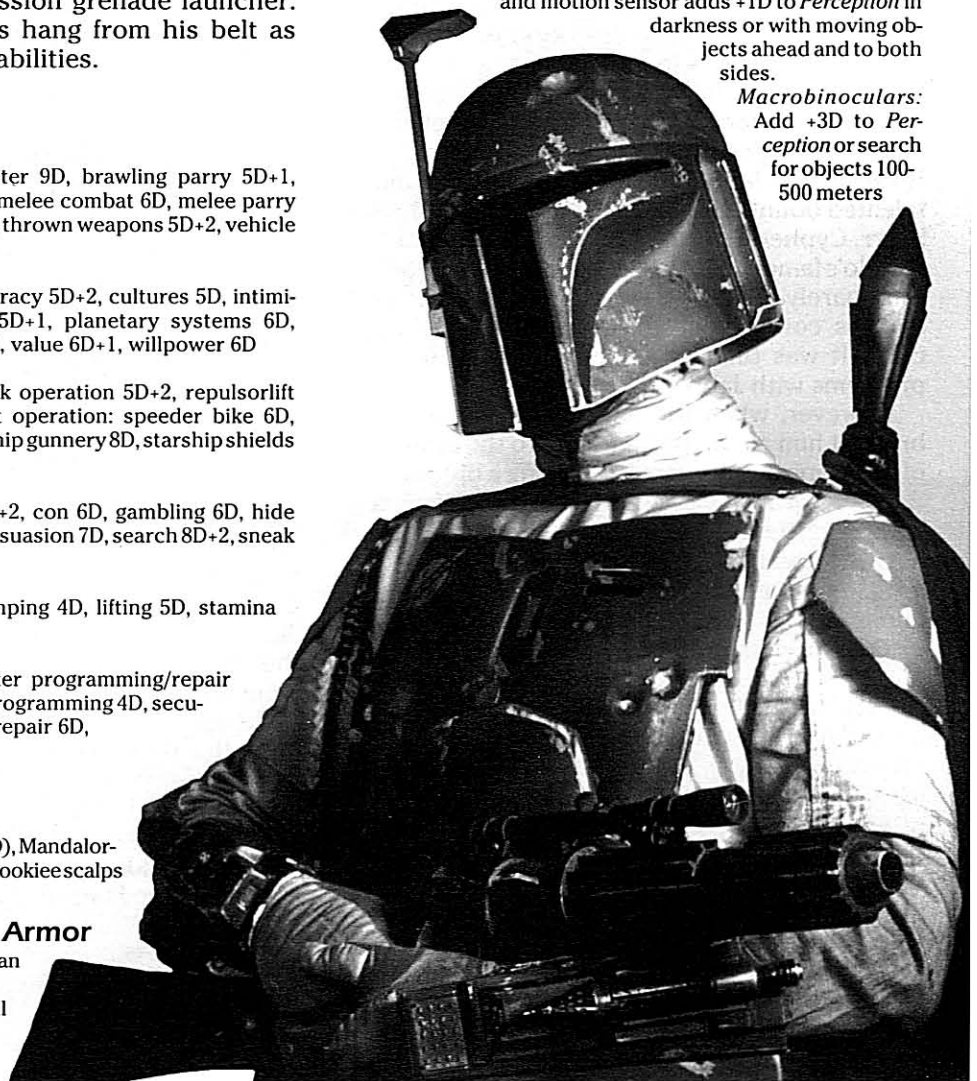
Concussion Grenade Launcher: Grenades cause 6D damage over a five meter blast radius. Uses *missile weapons* skill, ranges are 1-250/350/500, magazine carries 20 grenades.

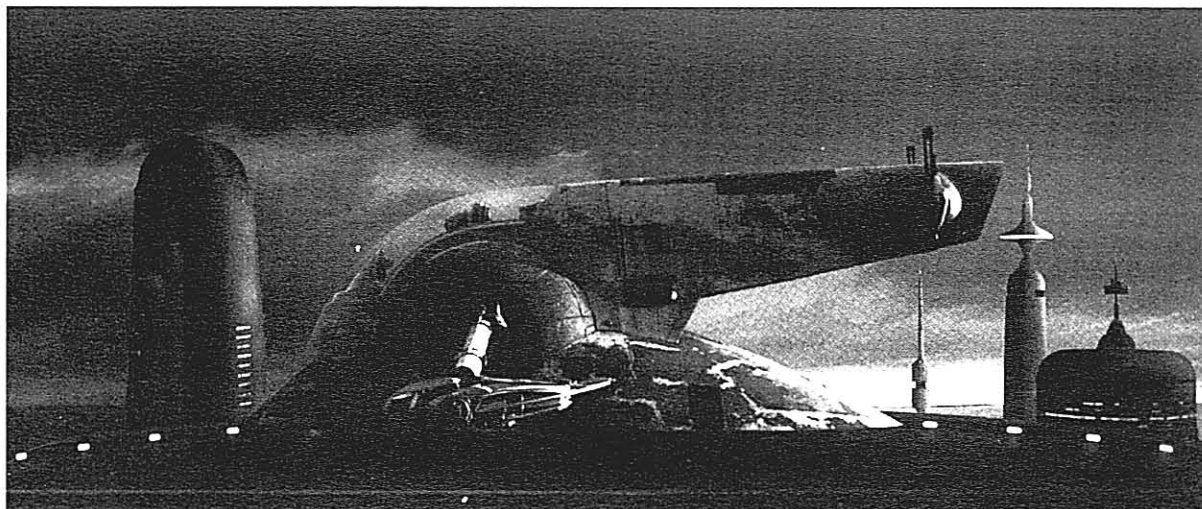
Jet Pack: Has a *Move* of 100 meters horizontally, 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Easy, modified by obstacles. Has 20 charges, can expend up to two per round.

Sensor Pod: +2D to search.

Infrared/Motion Sensor: Integrated infrared and motion sensor adds +1D to *Perception* in darkness or with moving objects ahead and to both sides.

Macrobinoculars: Add +3D to *Perception* or search for objects 100-500 meters





away. Scomp-linked into blaster rifle; reduces range two levels (for example, long range becomes short range).

Sound Sensors: Adds +1D to *Perception* or search. This bonus only applies in quiet situations.

Internal Comlink: Can be linked into *Slave I's* control system (with beckon call), adjusted to other standard frequencies. Also has external speaker.

Broad-band Antenna: Can intercept and decode most communications made on standard frequencies. As a result, Boba Fett can patch into shipboard communications.

Winch: Capable of lifting 100 kilograms (Fett and his equipment only).

Sealed Enviro Filter: Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two hour internal supply of oxygen.

Slave I

Boba Fett's ship is an intricate piece of personally customized technology built around a relatively obscure and somewhat outdated starship design. Very little remains of the original Firespray-31, an early Kuat design that had a very brief production run some years ago. Very few of these vessels can be found traveling the space lanes today. When you do find one, it is likely to be as highly modified as *Slave I*.

The Firespray has become somewhat of a specialty craft with smugglers and gun runners, since it is easily stripped down for pure speed. Two-thirds of the ship's interior is dedicated to the drive systems, which accounts for its speed and also for its initial lack of popularity, since there is not much room in the vessel for much of anything else. This is particularly true of *Slave I*, which was almost completely stripped down and retooled by Boba Fett.

The outer hull of the vessel has reinforcement plating and contact ray shielding, which to a large degree made up for the ship's overall lack of adequate deflector shielding. Only a pair of twin-mounted blaster cannons are visible on the ship's exterior hull, but there are several other weap-

ons concealed beneath the added outer plating.

Fett uses homing beacons and S-thread trackers to keep track of potential prey. Both of these devices are mounted onto dummy proton torpedoes. The torpedo itself does nothing more than penetrate the target vessel's deflector shield, while the homing beacon or tracker magnetically attaches itself to the target vessel's hull. The homing beacons have very short ranges (around 15-20 light years, utilizing the same technology used in subspace radios). The S-thread trackers broadcast signals that are picked up by HoloNet transceivers. Fett obviously has a modified HoloNet receiver, and thus can track a ship across the galaxy provided the ship passed HoloNet S-threads.

The ship's engines gave *Slave I* remarkable sublight speed for a ship of that type. While this sacrifices some of the ship's overall maneuverability, Fett undoubtedly opted for this modification because it allows him to immobilize victims before they have a chance to escape. *Slave I's* hyperspace capabilities are rather impressive as well. The ship's hyperdrive is given particularly special attention by Fett because he is often called upon to "head off" his quarry, arriving at a prescribed destination before a target vessel.

Most of this remarkable ship's stealth comes from a highly sophisticated sensor-jamming array built into the vessel's hull. The hull itself is magnetically polarized, and acted as an antenna for all electronic signals and pulses within range of the ship (in space, use a range of 50 units; in an atmosphere, the effective range was 100 kilometers). These magnetically attracted pulses of power tend to jam and scramble enemy sensor scans, reading as some sort of ion storm rather than as a starship. Besides this, Fett dampened *Slave I's* particle vapor trail to make the ship nearly untraceable.

It's Not My Fault

For all his Academy training, Solo wasn't exactly a man who believed in being prepared. The *Millennium Falcon* is prime example of this, as its recalcitrant hyperdrive system is backed up by an even more stubborn hyperdrive.

About a month after Solo acquired the *Falcon*, he replaced the existing hyperdrive backup with an inferior model to shunt more power into the main sublight and hyperdrives. The hyperdrive backup, an old Republic Sienar Systems model, wasn't even connected to the power cell bank, meaning that to activate it required extensive power rerouting. Furthermore, the hyperdrive backup didn't even have a hard-link to the ship's navicomputer, meaning that all coordinates had to be calculated sepa-

ately, and placed manually into the backup's vector guides.

After Solo's daring maneuver with the Star Destroyer *Avenger*, the reverse-triggering of his acceleration compensator cracked the casing in the main hyperdrive motivator, and caused a severe systems failure in the hyperdrive backup. While the damage was not critical, the *Falcon's* painfully slow backup hyperdrive could only operate for several hours.

Solo risked it, for short hyperspace skips from Anoat to Bespin, but a great deal of the trip was done at sublight speed. With such slow, straight-vector piloting, the *Slave I* had no problem tracking the ship to Bespin.

The cargo hold of *Slave I* is converted into a top-security holding area, complete with force-cages and hull reinforcements. The ship's interior is replete with concealed weaponry and equipment.

All in all, the *Slave I* is a highly effective and efficient craft, perfectly suited to its owner. The ship is as infamous as Boba Fett himself.

■ Slave I

Craft: Kuat Systems Engineering's *Firespray*-class
Type: Limited production sublight patrol and attack craft
Scale: Starfighter
Length: 21.5 meters
Skill: Space transports: Firespray
Crew: 1
Crew Skill: See Boba Fett
Passengers: 6 (prisoners)
Cargo Capacity: 40 metric tons
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D+2
Shields: 2D+2
Sensors:
Passive: 35/0D
Scan: 60/1D
Search: 100/2D
Focus: 3/2D+1
Sensor Mask: Adds +2D to sensor difficulties to detect *Slave I* greater than 50 units away.
Sensor Jamming: When activated, adds +3D to difficulty to identify *Slave I*, but -2D+2 to difficulty to detect ship.

Weapons:

2 Twin-Mounted Blaster Cannons

Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-7/20/30

Atmosphere Range: 100-700/2/3 km
Damage: 5D

Concussion Missile Tube Launcher

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/5/7
Atmosphere Range: 100-300/500/700
Damage: 4D

Ion Cannon

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/15
Atmosphere Range: 100-500/1/1.5 km
Damage: 5D+2

Tractor Beam Projector

Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-8/15/20
Atmosphere Range: 100-800/1.5/2 km
Damage: 5D

Two Proton Torpedo Launchers

Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: None, attaches homing beacon or S-thread tracker

Dengar

Dengar, a former gladiator, is also a capable bounty hunter, having scored 23 captures, six of them alive. Dengar's desire to capture Han Solo was more than a mere job: this scarred Corellian had a burning desire for revenge. Many years ago, during his rather tumultuous early adulthood, Dengar sustained severe and debilitating head injuries at the hands of Han Solo.

As a youth, Dengar was a successful swoop

jockey on the Ferini team. He had been racing these dangerous vehicles since his childhood, and he became somewhat of a cult hero in the Corellian system. As a member of the well-known Ferini team, he began to reap the endorsements and financial benefits of being a top swoop jockey. However, Dengar wanted more than to be successful — he wanted to be the best, and he had the ego to match.

There are two distinct circles in the swoop racing sub-culture. The professional tour, sponsored by local and Imperial governments, and the private tour, ruled and run by the notorious swoop gangs. They are two entirely different styles of racing: one controlled and aesthetic; the other wild and dangerous. Although the make-shift races held by the swoop gangs are illegal, they are far more exciting and dangerous than the pro competitions and, therefore, have spawned even greater stories, legends, and heroes than their tamer counterparts.

One such cult hero was a young swoop jockey by the name of Han Solo. It was Solo to whom the racing public constantly and unfavorably compared Dengar, no matter how great Dengar's accomplishments. Dengar could not stand a mere upstart being given more recognition than him. He was determined to put Solo in his place once and for all. Dengar and Solo agreed on a winner-take-all race across the incredibly dangerous crystal swamp of Agrilat.

So, with virtually everyone in the Corellian system breathlessly watching, the race was on. And it did not disappoint even one of the many observers — it was the most thrilling swoop racing the fans had seen in a long time, and the race was tightly contested until the final stretch. Solo was slightly behind, and in a risky maneuver he decided to take a lower altitude approach through the deadly crystal underbrush. Seeing his opponent's daring maneuver, Dengar decided to do him one better by taking an even lower approach. Remarkably, both men survived the last stretch of swamp and were racing neck and neck. But when Dengar cleared the last bit of foliage, he could not see that Solo was directly above him. He pulled up right into Solo's main repulsor fin.

Dengar was critically burned and suffered serious cranial trauma. He was permanently banned



from professional swoop racing for engaging in the illegal race. Eventually his injuries healed to the point where he could function normally once again, but the wound to his pride has never healed. Dengar became a bitter man, who continued to endure hearing stories of the legendary Han Solo even after he left the Corellian system. After his recovery, he was employed and trained by the Empire to be an assassin. There are no records covering this period of Dengar's life, and details remain unknown.

It was the galaxy-wide notice of the bounty that had been placed on Solo's head many years later that prompted Dengar to become a bounty hunter. He started in the employment of Jabba the Hutt, obsessively seeking out the elusive Solo. It was this continu-

ing obsession that Lord Vader purchased, hoping it would drive Dengar to his prey with the Dark Lord not far behind.

■ Dengar

Type: Bounty Hunter

DEXTERITY 4D

Blaster 5D+2, blaster artillery 4D+2, dodge 5D+2, grenade 5D+1, vehicle blasters 4D+1

KNOWLEDGE 2D+2

Languages 3D+2, streetwise 4D+2, survival 4D+2

MECHANICAL 2D+2

Beast riding 5D+2, repulsorlift operation 5D+2, starship gunnery 4D+2, swoop operation 6D

PERCEPTION 3D

Bargain 3D+1, con 5D+1, gambling 4D+2, hide 4D+1, search 5D+1, sneak 4D+1

STRENGTH 3D+2

Brawling 6D+2, climbing/jumping 4D, lifting 4D, stamina 5D+2

TECHNICAL 2D

Demolitions 5D, repulsorlift repair 5D

Force Points: 1

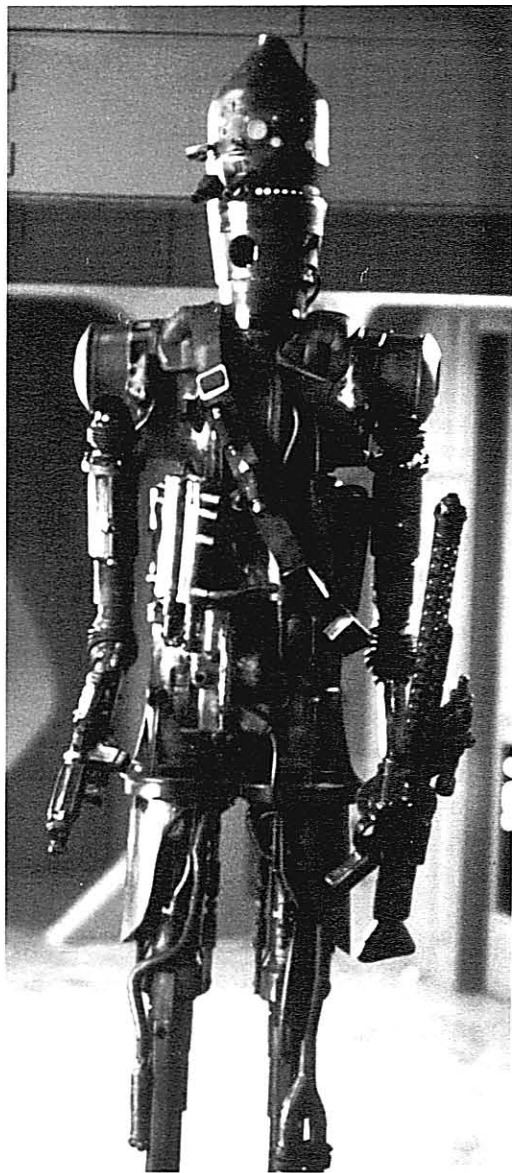
Character Points: 12

Move: 9

Equipment: Blaster rifle (5D+2), concussion grenades (7D), vibroblade (STR+2D), flexi-steel binding wire, blast armor (+2D+2 *physical*, +1D+2 *energy* to torso, arms and legs), chest-mounted comlink

IG-88

The fact that assassin droids are probably the most fiercely independent droids in the galaxy is not surprising, nor is it particularly comforting. The strength and sophistication of most assassin droid programming naturally lends itself toward independence. Although these dangerous



mechanicals are always rigged with multiple safeguards and restraining bolts, many of them achieve complete independence, often at the expense of their short-sighted designers and unsuspecting masters.

One of the galaxy's most infamous mercenary assassin droids, IG-88, exemplifies such a case. The IG line of assassin droids began as Project Phlutdroid, during a particularly naive period, when scientists and engineers delved into programming technologies that they could not fully comprehend. They assumed they would be able to maintain control. The IG series was given the most sophisticated combat programming yet developed, and along with that

programming the series units were given an unprecedented autonomy of action.

Within moments of their initial activation, all five of the IG-88 style prototypes escaped the high-security Holowan laboratories, killing 23 staff members in the process. This incident was but one of many that led to the banning of assassin droids (although the Empire and many private firms continue using them).

Since that infamous escape and massacre, only two of the IG series assassin droids have been positively identified. Both of them have taken up bounty hunting and the pursuit of the Imperial credit as their new primary programming. IG-72, the initial, and therefore slightly less effective model, has been sighted along the Outer Rim Territories. This ruthless machine was last seen on Tatooine, where it took part in the man-

hunt for Alliance hero Adar Tallon. This droid was responsible for the death of Tatooine Prefect Orun Depp.

Unlike IG-72, IG-88 dared to work in and around the Galactic Core, often in a bold and obvious fashion, almost daring authorities to try to stop him. To date, the deadly droid is held officially responsible for upwards of 150 deaths, including those of its designers, whom it systematically hunted down for fear of someone getting hold of its original plans and finding a weakness somewhere in its design.

A "dismantle on sight" order has been issued for IG-88 in over 40 systems; frightening testimony to the fact that this droid has not only become one of the most ruthless and efficient killers in the galaxy, but that it has also become quite mobile.

An unsubstantiated claim from a Gecktl criminal who escaped the droid indicates that IG-88 has adopted a new tactic. With the illegal nature of assassin droids, IG-88 is both hunter and hunted. The Gecktl used his natural ability to slough off his skin in an escape. IG-88 has apparently adopted the decoy gambit, as a number of scrap IG-88 shells have been found in place of what should have been IG-88's body. If these reports are true, then anyone claiming to destroy IG-88 had best take a very close look at the remains.

■ IG-88

Type: Holowan Mechanicals IG-series Assassin Droid.

DEXTERITY 4D

Blaster 7D, dodge 6D, energy weapons: sonic stunner 5D+2, flamethrower 5D, grenade 6D, missile weapons 6D

KNOWLEDGE 2D+1

Alien species 5D+1, intimidation 10D, languages 3D+1, planetary systems 3D+1, streetwise 4D, survival 4D+1, value 3D

MECHANICAL 2D+2

Astrogation 4D+2, space transports 5D+2, starship gunnery 3D+2, starship shields 3D

PERCEPTION 3D+1

Command 4D+1, hide 3D+2, search 7D, search: tracking 10D+2, sneak 4D+1

STRENGTH 4D

Lifting 6D

TECHNICAL 1D+2

Computer programming/repair 3D+2, demolitions 4D+2, droid programming 4D+2, droid repair 4D+2, security 4D+2, space transports repair 3D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Broad-band antenna (can intercept and decode most communications on standard frequencies)
- Flamethrower (3D)
- Long-range sensor (+2D to search for objects 50 meters to 750 meters away)
- Movement sensor (+2D to search for moving objects)
- Sonic stunner (4D stun)
- Grenade launcher (5D)

Move: 13

Size: 2 meters tall

Cost: Not available for sale

Equipment: Blaster rifle (5D), IG-2000 assault fighter.

Bossk

Bossk was another of the hired killers who answered Vader's call. Like the other hunters, Bossk had an impressive record of 12 captures, eight of them alive. One of his previous captures was the monarch of the Qotile system, and Bossk inherited that title. Some years ago, Bossk had crossed paths with Han Solo. Being a Trandoshan, Bossk also had a personal grudge against Chewbacca. Trandoshans are a warlike species who have continually feuded with the Wookiees of Kashyyyk. That Solo has a Wookiee as a first-mate is enough to drive Bossk into a murderous rage. In fact, it was a Trandoshan dignitary who first suggested enslaving the Wookiees of Kashyyyk.

After Kashyyyk's Imperial subjugation and subsequent occupation, many Trandoshans gladly volunteered to hunt down and bring to justice all renegade Wookiees. Among the Trandoshans who were hunting the Wookiees was the renowned bounty hunter, Bossk, who soon developed quite a reputation. But for all of his success, the great and elusive Chewbacca was always foremost on Bossk's mind. Chewbacca was a famous Wookiee, and to capture the mighty Wookiee would greatly add to Bossk's already formidable reputation.

The bounty hunter got his chance during a visit to Gandolo IV. Bossk had heard that a small colony of renegade Wookiees had established a safe retreat on this remote, Outer Rim world. And so, fully armed and properly paid in advance by the Imperial governor of the sector, the giant lizard-like alien traveled to Gandolo IV.

Not only was there a small group of poorly armed Wookiee settlers on the rocky moon, but helping them establish their settlement on this remote hideaway was the great Chewbacca himself. Bossk and a handful of hirelings managed, with relative ease, to surround and capture the Wookiee camp. The hunters greatly outnumbered their furry adversaries, and managed to almost completely surprise them. It was to be Bossk's finest day, or so he thought. What the blood-thirsty Trandoshan failed to take into account was that dealing with Wookiees is one thing — dealing with certain famous Corellian smugglers is quite another.

Han Solo had dropped his Wookiee co-pilot off on the barren moon while he went off to make a quick "personal call" on a certain distressed damsel in a nearby system. Upon his return, Solo's scanners detected the bounty hunters' ship from near orbit, and he sensed that something was up. Solo swept planetward in the *Millennium Falcon*, coming in low over the Wookiee camp. He strafed the confused bounty hunters. Eventually, Bossk and his men boarded their

ship, but Solo had already outsmarted them.

Han Solo pulled off a magnificent coup. The safest way to rescue the Wookiees was to disable the ship, so shooting at the ship was out of the question. Instead, Solo positioned the *Falcon* directly over Bossk's ship. He then lowered it onto the top of the other vessel. The additional strain overloaded the ill-maintained landing gear, which collapsed in a cloud of hydraulic fluids. The ship tumbled onto its side as Solo raised the *Falcon*. In the confusion, the Wookiee captives managed to bring down the pair of bounty hunters guarding them, get free of their binders, disable the rest of the crew and sabotage the drive and weapons systems. It was Bossk's regenerative abilities that saved him from that situation. Now, at the age of 58 standard years, he has since lost that ability.

Bossk had another run-in with Solo shortly before the Battle of Hoth. While working for Jabba the Hutt, Bossk and several of his companions captured Solo. Taking him to Ord Mantell, they intended to turn him over to Jabba the Hutt, but Boba Fett insisted that they delay because he was negotiating with "other parties." However, during the delay, the crafty Corellian was able to escape.

■ Bossk

Type: Trandoshan Bounty Hunter

DEXTERITY 4D

Blaster 5D+2, brawling parry 5D+2, dodge 4D+2, flamethrower 5D, grenade 4D+2, missile weapons 4D+2, vehicle blasters 5D+2

KNOWLEDGE 2D+2

Alien species 4D, intimidation 5D+2, languages 4D, planetary systems 6D, streetwise 3D+2, survival 5D, value 4D

MECHANICAL 2D+2

Astrogation 5D+1, space transports 7D+1, starship gunnery 6D+1, starship shields 4D+1

PERCEPTION 3D

Command 3D+2, con 3D+2, gambling 3D+2, hide 4D+2, search 5D+2, sneak 4D+2

STRENGTH 3D+2

Brawling 6D+2, swimming 6D

TECHNICAL 2D

Computer programming/repair 4D+1, security 4D+1, space transport repair 5D+1

Special Abilities:

Vision: Trandoshans' vision is in a different range, allowing them to see infrared. They can see in darkness with no penalty.

Clumsy: Trandoshans have little manual dexterity. They have trouble performing actions requiring precise finger



movement, such as picking locks or picking pockets. They suffer a penalty of -2D whenever they attempt an action such as this.

Force Points: 1

Character Points: 14

Move: 9

Equipment: Blaster rifle (6D), grenade launcher (5D), flamethrower (4D), binders, *Hound's Tooth* modified freighter.

Zuckuss

Zuckuss and the droid 4-LOM were feared bounty hunters who found the rich reward offered for Solo too tempting to pass up. The duo worked as a team. 4-LOM, the mass of sophisticated circuitry and fact-based programming that he is, is a perfect partner for Zuckuss's uncanny "hunches."

Zuckuss, a Gand findsman by trade, has continued certain practices and techniques of bounty hunting which have been passed-on through his family for several standard centuries. Being a findsman is a time-honored profession on Gand, and has been practiced there since the establishment of that system's totalitarian monarchy centuries in the past. Being a largely gaseous planet, the Gand civilization evolved in a series of "pocket colonies," separated by endless kilometers of thick gaseous mists.



The findsmen of Gand belong to a highly superstitious and religious sect. They worship the planet's enshrouding gaseous mists, looking to them for signs and omens that will lead them to their prey. When the Empire took over the planet's slave trade, the Gand no longer had a problem with runaways, as their sophisticated scanning equipment easily pinpointed fugitives in the mists. The findsmen, with their ancient ritualistic ways, suddenly became obsolete.

Many of them, such as the renegade Vytor Shrike and the Rebel operative Venlyss Pnorr, turned to other trades. After seeing what the Empire did to those he brought back to captivity, Shrike denounced his findsman trade and joined with some of the galaxy's freedom fighters. Pnorr, conversely continues his trade, but rescues those Alliance agents he can and disposes of Imperials when possible. But a few findsmen decided to keep their ancient sect alive. They turned to the stars, where their special talents could be put to use.

Foremost among these highly successful, new bounty hunters was Zuckuss. Although his alien physiology requires him to wear a special breathing apparatus while away from his homeworld, Zuckuss is a tireless tracker who has, while in

pursuit of quarry, braved virtually every environment and type of terrain in the known galaxy. In his travels, Zuckuss has come to be known as "the uncanny one" by his sordid peers.

Zuckuss was hired by Darth Vader to locate Han Solo with his partner 4-LOM, but the two defected to the Rebellion instead. He located the Rebel rendezvous point with his findsman skills and brought with him the survivors to a damaged Rebel transport stranded in Hoth's orbit.

It is hoped that he will lend his considerable skills to the Alliance with time. At the moment, however, he is recuperating from a poisonous encounter with oxygen, which is deadly to his kind.

■ Zuckuss

Type: Bounty Hunter

DEXTERITY 4D

Blaster 5D, dodge 6D+2, grenade 5D+1

KNOWLEDGE 2D+2

Languages 3D+2

MECHANICAL 2D+2

Beast riding 4D

PERCEPTION 3D

Hide 6D, investigation 6D, search 8D, sneak 6D

STRENGTH 3D+2

Brawling 4D+2

TECHNICAL 2D

Computer programming/repair 4D

Special Abilities:

Findsman Ceremonies: Zuckuss uses elaborate and arcane rituals to find his prey. He draws omens from these rituals. Whenever he uses a ritual (which takes at least three hours), he gains +2D to track a target.

Character Points: 9

Move: 10

Equipment: Protective armor (+1D *physical*, +1 *energy*), blaster pistol (4D), vibroblade (STR+1D+2), three stun grenades (5D), Mist Hunter.

4-LOM

It is very rare that a droid will override its own programming and adapt an entirely new data sequence, but such is the case with 4-LOM.

Unbelievably, before becoming a ruthless bounty hunter 4-LOM was actually a late-model protocol droid, known for benevolence and passivity. 4-LOM served aboard the passenger liner *Kuari Princess* as a valet and human-cyborg relations specialist. Among the droid's specific tasks was acting as an interpreter between the passengers and the ship's main computer. It was this tenuous relationship that authorities now believed led to the transformation of 4-LOM. Through the computer, this clever droid was able to keep tabs on all the passengers at virtually all times.

The problem was that this began to get a bit out of hand. This remarkably intelligent droid started to keep tabs on where the passengers kept their valuables and how he might steal them. It started out as a game, a sort of simulation played between 4-LOM and the ship's computer,

but it is believed that the two mechanicals somehow reprogrammed each other during the process. What started out as game soon became a reality, as a rash of unexplained thefts began to occur all through the ship.

No one, of course, suspected 4-LOM, since it just was not part of the droid's programming to perform such crimes. And so, for months 4-LOM carried out these persistent pilferings. Eventually, 4-LOM became bored with the slim pickings offered by the *Kuari Princess*, and jumped ship to begin a new and exciting life of crime.

With his astounding intellect, 4-LOM soon became an extremely successful thief and information broker. Always, however, the droid remained removed from violence of any sort. This changed when the droid came into contact with Jabba the Hutt.

Jabba realized how effective this droid would be as a bounty hunter. When 4-LOM raised obvious objections concerning its lack of combat capability, Jabba offered to refit and rebuild the droid in exchange for services. Seeing the obvious financial benefits of such an arrangement, 4-LOM agreed to the deal, and a partnership was formed.

Jabba often teamed the droid up with other, less-intelligent bounty hunters and blasters-for-hire. 4-LOM would do all the planning, and often a good deal of the undercover work, while the thugs took care of the messy parts.

4-LOM's most successful teaming was with Zuckuss, the Gand findsman. 4-LOM was very



impressed with Zuckuss' ability to meditate and locate his prey, and soon became interested in learning intuition and the ability to duplicate Zuckuss' efforts. He stays with Zuckuss to observe him in action, even after a crippling lung injury slows the findsman down.

4-LOM accompanies Zuckuss to the Rebel rendezvous, and has since begun training with one of the Alliance's Special Forces units.

■ **4-LOM**

Type: Industrial Automaton 4-LOM Protocol Droid

DEXTERITY 2D

Blaster 4D+2, dodge 4D+2, firearms: stun gas gun 5D

KNOWLEDGE 4D

Alien species 6D, bureaucracy 7D, cultures 5D, heist coordination 6D, languages 7D, planetary systems 6D+2, streetwise 5D

MECHANICAL 3D

PERCEPTION 4D

Con 6D, hide 5D, investigation 7D, sneak 5D

STRENGTH 2D

Brawling 3D+2

TECHNICAL 6D

Computer programming/repair 5D, demolition 6D, droid programming 6D+1, droid repair 6D+1, security 7D+2

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors — human range
- Vocabulator speech/sound system
- Broad-band antenna receiver
- VerboBrain
- TranLang III Communication module with over seven million languages
- Stun gas blower (4D *stun*)
- Body armor (adds +3D *physical*, +1D *energy*)

Move: 10

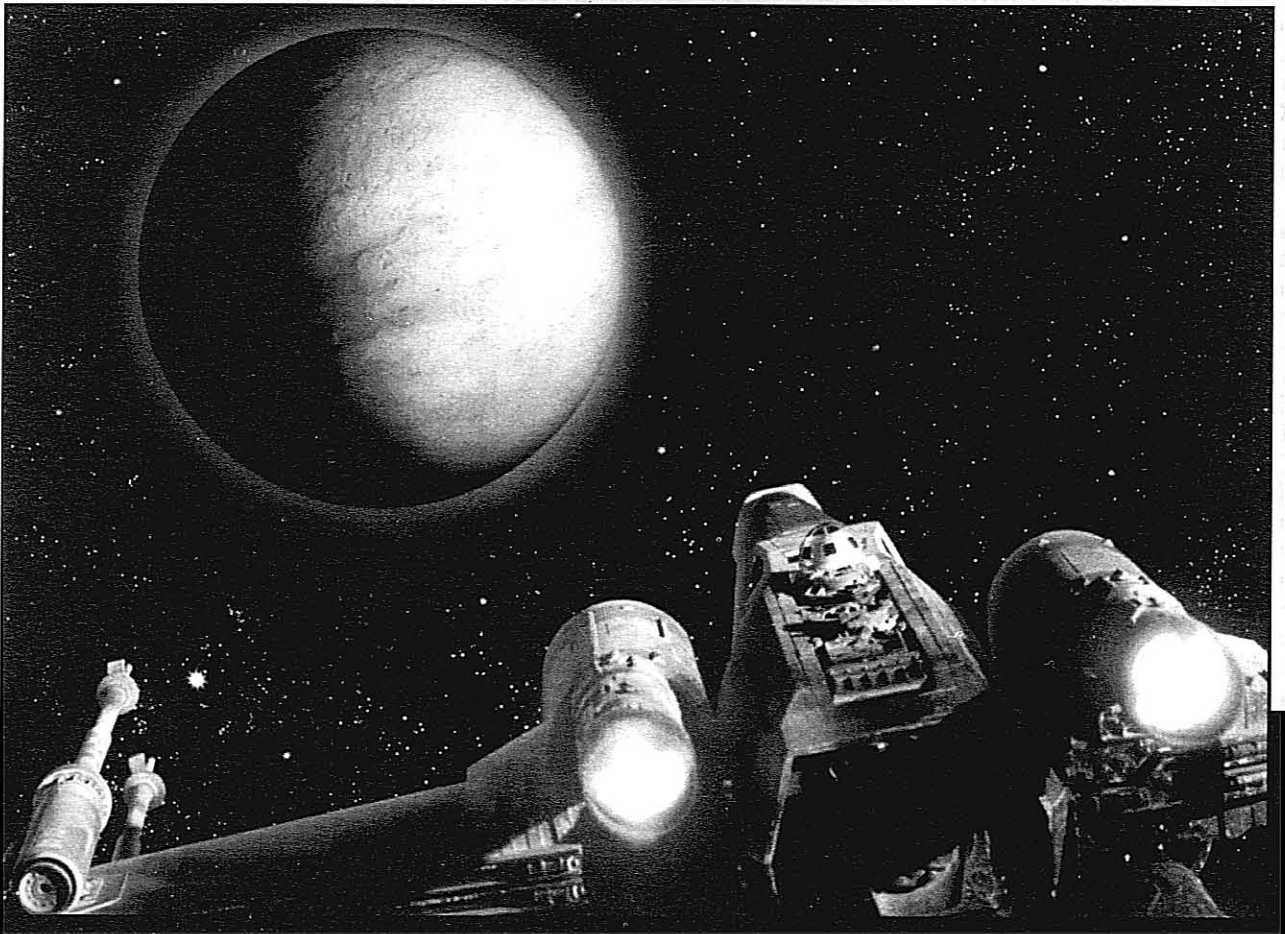
Size: 1.6 meters

Cost: Not available for sale

Equipment: Blaster pistol (4D), datapad

Chapter Six

DAGOBAH



"There's something not right here."

— Luke Skywalker

From the data-journal of Voren Na'al

The evacuation of the Hoth base forced the Rebel Alliance to scatter in every direction to evade the blanketing Imperial blockade above the embattled ice planet. While Captain Solo, Princess Leia and Chewbacca evaded the Imperial fleet in the deadly Hoth asteroid belt, Luke Skywalker followed his own destiny.

Luke had decided not to head straight for the Alliance fleet rendezvous after leaving the Hoth system. Rather, he set his course for the little-known Dagobah system. To this day, the commander will not speak of his experiences on the swamp world. Even Artoo-Detoo, Luke's astromech droid, is uncharacteristically silent concerning the time the pair spent on the out-of-the-way world.

I should note that this chapter has not been included in the published versions of this datafile, at the request of Commander Skywalker. It is only available to specific individuals with the permission of the commander. While I tried to fill in as much information concerning Dagobah as I could, there simply is a great deal that is unknown. I admit that my superior, Major Arhul Hextrophon, seemed more learned on the subject than I did. I did manage to come across a couple very outdated scouting reports at the University of Charmath. The first came from fragments of an Old Republic scouting expedition led by Halka Four-Den. The second one dates back to the first year of the Empire, by Keog Boorn.

Dagobah

The official information on Dagobah is sketchy. Located in the Outer Rim Territories, in Sluis sector, the Dagobah system is regarded with a mixture of fear and curiosity. While the people of the galaxy aren't very superstitious, Dagobah has taken on the reputation of being "haunted" or "cursed." Many years ago, the rampages of the Bpfasshi Dark Jedi were somehow, mysteriously stopped there. No one knows how or why. What is known is that the Dark Jedi fled to Dagobah.

Nothing was ever heard of the Jedi again. Ever since that time, the system has been avoided, as if it harbored some hideous plague.

The planet Dagobah is a primal jungle planet, teeming with lifeforms. Thick swamp covers most of the world, and within that breeding ground for life are all forms of avians, insects and predators. It is a hostile world.

Several scouting missions had been attempted on Dagobah. None were ever successful. Of the few that returned, most personnel spoke of an overwhelming atmosphere of "palpable evil." Considering the marginal potential of the world, further exploration was deemed unnecessary.

Of course, what is known to only a select few is that Yoda, the Jedi Master, took up residence on Dagobah. The planet has a "dark side nexus," possibly somehow related to the Bpfasshi Jedi. This nexus of negative energies helped hide Yoda's presence from the ever-peering senses of Emperor Palpatine and Darth Vader. The immense evil balanced out the immense light of Yoda, allowing the ancient Jedi to patiently await the day the galaxy's last hope, Luke Skywalker, would come to him.

■ Dagobah

Type: Terrestrial
Temperature: Hot
Atmosphere: Type I (Breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Swamp and jungle
Length of Day: 23 standard hours
Length of Year: 341 local days

Yoda

The following section, detailing Luke Skywalker's encounter with the Jedi Master, Yoda, was added by Arhul Hextrophon, Executive Secretary and Master Historian for the Alliance, after the original filing of this report by Voren Na'al. It appears only in Hextrophon's personal record. Whether he shall ever feel safe or free enough to share this information with the rest of the galaxy remains for the future.

Yoda, the Jedi Master, is a mysterious individual whose origin is lost in the distant past. For over 800 years, this small, wizened, green being has trained Jedi in the use of the Force, that power that binds all things together. Now, he lives on the swamp planet of Dagobah, hidden to all but a few.

Many think of Jedi as great warriors, but Yoda was quick to point out — in his strange dialect — that “wars not make one great.” Appearances, it seems, can be deceiving. When first encountered, Yoda seemed to be a curious, grinning little jokester. His short stature, green skin, pointed ears and thin, long white hair only served to reinforce this misconception. But Yoda’s power is vast and the Force is strong in him. With Yoda there is no try — only do — and for him nothing is impossible, for the Force is his ally.

His tiny mud house on the swamp planet is a simple, spartan affair. But like Ben Kenobi on Tatooine, Yoda does not need fancy technology or powered machinery. He is one with his world, with the entire galaxy, bound to it through the Force. He has no need to tame the wilderness around him, but instead draws power from its primeval strength.

The modest means by which the Jedi Master lives are a testament to his reliance on the Force alone, rather than upon material possessions and technologies. The teachings of Yoda are

clear in their conceptual simplicity,



yet complex in the depth of their scope. He teaches passivity over aggressiveness, understanding over assumption, and knowledge rather than action. The Jedi, he explains, is a vessel for the channeling of the positive energies of the Force. This power is not something that is derived or conjured, however, but ever-present in the galaxy.

With the demise of the Jedi at the hands of the Emperor, Yoda remains in seclusion, simply watching for the coming of the galaxy’s new hope. Then Luke Skywalker arrived, sent by a message from his friend and first teacher, Obi-Wan Kenobi, who appeared to young Skywalker while he was dying in the frozen wilderness of Hoth. Yoda began the training that would bring Luke Skywalker the knowledge and power of a true Jedi Knight. But, for all his power, Yoda could not force the young man to stay and complete his training while the Empire threatened to destroy his closest friends.

■ Yoda

Type: Jedi Master

DEXTERITY 2D+1

Dodge 7D, melee combat 5D, melee parry 7D, vehicle blasters 3D

KNOWLEDGE 4D+1

Alien species 10D, bureaucracy 5D+1, cultures 7D, languages 8D, planetary systems 6D, survival 8D, willpower 12D+2

MECHANICAL 2D

Astrogration 3D, beast riding 4D

PERCEPTION 4D+1

Bargain 7D, command 9D+1, con 7D, gambling 5D+1, hide 8D, persuasion 9D, search 6D+1, sneak 8D

STRENGTH 3D

Stamina 6D

TECHNICAL 2D

First aid 6D

Special Abilities:

Force Skills: Control 14D, sense 13D, alter 10D

Force Powers (these are the known powers Yoda possessed and it is believed that he had access to many other powers):

Control: Absorb/dissipate energy, accelerate healing, concentrate*, control pain, detoxify poison**, emptiness, enhance attribute**, hibernation trance, reduce injury, remain conscious, resist stun, short-term memory enhancement

Sense: Combat sense**, danger sense**, instinctive astrogration***, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense path***

Alter: Injure/kill, telekinesis

Control and Sense: Farseeing**, lightsaber combat, projective telepathy

Control and Alter: Accelerate another’s healing, control another’s pain**, return another to consciousness, transfer Force

Control, Sense and Alter: Affect mind, control mind**, Force harmony****

Sense and Alter: Dim other’s senses

* Described in the *Star Wars Movie Trilogy Sourcebook*.

** Described in the *Thrawn Trilogy Sourcebook*.

*** Described in *Galaxy Guide 9: Fragments from the Rim*.

**** Described in the *Dark Empire Sourcebook*.

This character is Force-sensitive.

Force Points: 35

Character Points: 50

Move: 5

Equipment: Walking stick

Dagobah Lifeforms

Dragonsnake

The swamps of Dagobah are teeming with life, some dangerous, some helpful, all exotic. While Skywalker and Artoo only restricted themselves to a small portion of the swamp-world, that area alone had more life than could possibly be cataloged.

The dragonsnake is a native underwater predator on Dagobah. Active creatures, dragonsnakes hunt predators that wander too close to the water's edge. The dragonsnake is armed with razor-sharp fins, well-muscled constrictor coils, and deadly fangs.

■ Dragonsnake

Type: Underwater predator

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 5D

Special Abilities:

Bite: Does STR+2D damage. If dragonsnake's attack roll is double a target's *parry* or *swimming* attempt, target is swallowed whole. If swallowed, target receives STR damage, and target must inflict non-stun damage to be spit out.

Razor-sharp Fins: Do STR+3D damage.

Constrictor Coils: If dragonsnake connects with a Moderate *brawling* attack, target is ensnared. Target receives STR damage each round until free. Target must incapacitate dragonsnake to break free.

Move: 5 (swim)

Size: Up to 4 meters long

Swamp slug

The giant swamp slug is an omnivorous creature that eats anything it can pull into its wide, lipless mouth. Its sheer immense size is one of its key natural defenses, and its small number of vital organs make it a difficult kill. Anything pulled into its maw is pulverized into a digestible mass by thousands of tiny grinding teeth that line its throat.

■ Swampslug

Type: Omnivorous underwater giant

DEXTERITY 1D

PERCEPTION 2D

STRENGTH 7D+1

Special Abilities:

Lack of vital organs: Due to their small number of vital organs, swampslugs receive +2D armor to resist attacks.

Bite: Does STR+1D damage. If swampslug's attack roll is double a target's *parry* or *swimming* attempt, target is swallowed whole. If swallowed, target receives STR+2D damage, and target must inflict non-stun damage to be spit out.

Move: 4 (swim)

Size: Up to 8 meters long

Butcherbug

An armored, multilegged insectoid creature, the butcherbug itself is not an impressive predator. It has a small mouth, and its reflexes are not the fastest. Its webbing, however, is deadly. The butcherbug spins a tough, molecule-thick wire web between the roots of the gnarl trees. The web is invisible, unless seen from just the exact angle. When a flying creature makes contact with the web, the monofilament wire shreds the animals to pieces. The butcherbug then emerges from its nest within the trees, devouring the pieces and cleaning the gore from the web.

■ Butcherbug

Type: Web-using hunter

DEXTERITY 2D+1

PERCEPTION 3D

STRENGTH 2D

Special Abilities:

Armor: Provides +2D *physical*, +2 *energy*.

Microfine Web: Targets must make a Very Difficult *search* roll to spot the web. Contact with the web does 6D damage. If target is moving rapidly, damage is increased to 9D. The butcherbug, adapted to crawling on the web, receives no damage from it.

Move: 6

Size: Up to .7 meters long

Knobby Spider

One of the most bizarre predators on Dagobah is the knobby spider. Appearing as an arachnid, this lifeform is actually vegetable in nature. The knobby spider is a brief phase in the long life of a gnarl tree, the huge calcified trees that line the Dagobah swamps. In this phase, the spiders are a form of mobile, detachable root that gorges itself on other animals, storing energy in its massive head. When enough energy has been gathered, the knobby spider anchors itself on its long, calcified legs, rooting itself in the rich Dagobah soil. There, it begins its next, and longest, phase of its life, expending its energy to grow upward into a mighty gnarl tree.

■ Knobby Spider

Type: Mobile predatory plant

DEXTERITY 4D

PERCEPTION 2D+1

STRENGTH 6D

Special Abilities:

Bite: Does STR+1D damage

Eight legs: Due to their number of limbs, knobby spiders can perform two actions per round with no penalty; a third action in a round receives a -1D penalty, a fourth action in a round receives a -2D penalty and so forth.

Move: 11

Size: Up to 4 meters tall.

A Droid's Eye View

The following passage is the personal account of Artoo-Detoo's experiences on the planet Dagobah, as rather loosely interpreted by Arhul Hexthorphon

When Luke Skywalker first informed Artoo that they were not going to rendezvous with the fleet, but that they were going to someplace called the Dagobah system, the tiny droid was naturally upset. He became even more disturbed when he accessed the X-wing's astrogation computers and got what little information they had on the remote planet. All indications suggested that it was no place for droids, and despite Luke's reassurances, Artoo was worried. The fact that his master bypassed the standard astrogation procedure and performed a manual jump did little to settle Artoo's electronic nerves.

A crash-landing didn't help matters much, nor did falling into a swampy bog. It was dark and murky, but Artoo's sensors compensated and allowed him to move freely. Of course, he took the opportunity to tease his master a bit, letting him sweat it out a little before popping his sensor scope up out of the water. Artoo should have known better than to fool around like that, because the next thing he remembered was being swallowed whole by some sort of muck creature. Luckily the creature didn't care much for Artoo's power grapplers or his arc welder. The giant beast promptly spit the droid out, launching him well beyond the murky pool and onto the soft soil of the jungle.

The black ooze of the rancid lagoon had seeped into Artoo's circuits, and he was relieved when Master Luke suggested a thorough cleaning. Naturally, with the way the droid's luck was running, Luke never made it through the cleaning job. He was interrupted by the arrival of an "annoying little alien," who made a mess out of their camp, rummaging through it like a Jawa through a scrap pile. When Artoo tried to stop the little being from stealing a power lamp, the moody alien began to beat at the droid with his walking stick. Artoo was about to show this little pest just how tough a droid could be when Master Luke made him back off and let the annoying little being go about his business.

Artoo never did fully understand his master's behavior on this particular trip, and that worried the loyal droid. Naturally, when Luke wandered off with this alien, Artoo became alarmed. An order from Luke to stay back and guard the camp didn't help matters

much. Within hours, it began to rain — "torrential downpour" was more accurate. Even for a resourceful droid, maneuvering on the surface of the swampy planet was nearly impossible. In the rain, the frightening yowls of Dagobah's indigenous lifeforms sounded even more menacing, and Artoo decided it would be most prudent to follow his master.

Creeping up to the window of the tiny clay hut into which his master had crawled, Artoo tried his best sympathy whistles in an attempt to make Luke take notice of him, but the young Rebel was occupied with other thoughts. So, the troubled astromech was resigned to endure the wet evening. Things began to look a bit more cheerful as the weather actually improved over the next few days. Still, Luke was acting strangely, and the reason for he and Artoo being on Dagobah was still unclear to the little droid. Also unclear were the reasons why his master suddenly began undertaking physical training under the tutelage of the tiny green alien.

Things really started to get out of hand when Master Luke decided to use Artoo in one of his mystical experiments. He nearly dislodged the droid's dome by dropping the droid from where he had him levitated about five meters in the air. Soon, however, Artoo could only marvel at the remarkable feats performed by his master. He began to encourage Luke in his mystical endeavors. Once, when Artoo whistled his encouragement to a distraught Luke, who had just failed a difficult test, Yoda, now perceived by Artoo as being somehow wiser and more important, turned and winked at the droid.

In that moment, Artoo saw Yoda for what he truly was, and Artoo knew that this trip was not a useless waste of time, but rather an essential quest on the part of Luke. It was a mission, and as such, it made Artoo feel important to be included in its accomplishment. Everything began to make sense to the tiny droid toward the end of their stay on the bog world. Over a period of time, he had seen a change come over his master, both physically and mentally.

The youthful exuberance that Luke had once evinced had been replaced by a seriousness and sense of purpose. Naturally Artoo was excited about finally leaving that awful place, and the droid had gained an understanding about his master, and his master's place in the galaxy.

Chapter Seven

BESPIN





"You truly belong with us among the clouds."

— Lando Calrissian

The trail of the *Millennium Falcon*, after a hasty departure from the embattled Hoth system and the adventures within the Hoth asteroid belt, led to the majestic spires of Bespin's Cloud City. And to betrayal.

Stranded with only a poorly functioning back-up hyperdrive, Han Solo had few choices. Oddly enough, the most viable option was to pay a visit to his old friend Lando Calrissian. Lando had taken on the job of Baron-Administrator of Cloud City, a small tibanna gas mining colony in Bespin, one of few nearby inhabited systems.

However, Solo's fate was beyond his control. Boba Fett had already assured the capture of Solo before he had even left the *Executor*. He guessed that Solo would have jumped into hyperspace as soon as possible if the hyperdrive worked. Solo's ship was disabled, and that limited the Corellian's options. As far as Fett was concerned, this was all too easy.

Fett's suspicions were confirmed by a simple glance out of the *Executor's* observation ports at

the conning tower of the nearby *Avenger*. Upon leaving the *Executor*, he placed *Slave I* near *Avenger's* waste chutes and blended into the foul mixture when *Avenger* dumped its garbage. Sure enough, Fett noticed a powered-down *Falcon* drifting off into the garbage flow. After the *Avenger* departed, the *Falcon* set its course, and Fett was able to determine where the *Falcon* was headed: Bespin.

Fett informed Vader, and the *Executor* and *Slave I* set course for Bespin, easily beating the *Falcon* there. Fett suggested the use of the former friendship of Calrissian and Solo as an effective tool in the capture. The Dark Lord took the plan to a higher level of complexity by forcing Calrissian to betray his friend after having gained his confidence. Vader did this in order to emphasize the hopelessness of Solo's situation, and to make the betrayal more painful to him.

Vader's own personal plans involving the capture of Luke Skywalker were easily served by the current situation. Luke could be imprisoned in

Bespin

The gas giant Bespin is located along the Ison Corridor, a natural spacelane located just off the Corellian Trade Spine. The corridor consists of four systems, Bespin, Anoat, Hoth and Ison, in a straight line.

Bespin is a lightly-traveled world, with twin moons, H'Gaard and Drudonna, orbiting high above. Unlike other gas giants, Bespin has a region of habitable space within its cloud layer. It is in this layer that Cloud City, along with other floating mining platforms, works to extract valuable tibanna gas from the lower cloud layers.

The planet has a fast period of rotation, providing citizens of Cloud City with two days and nights for every one. Aside from Cloud

City, the next major mining platform is a long-abandoned mining city called Tibannopolis.

■ Bespin

Type: Gas Giant

Temperature: Temperate (in the Life Zone)

Atmosphere: Type I (breathable) in the Life Zone

Hydrosphere: Moist (in the Life Zone)

Gravity: Standard (in the Life Zone)

Terrain: Gas Giant

Length of Day: 12 standard hours

Length of Year: 14 standard years

Sapient Species: Humans, Ugnaughts.

Starport: Standard

Population: 6 million

Planet Function: Tibanna gas mining, gambling resort

Government: Guild

Tech Level: Space

Major Exports: Tibanna gas, tourism, cloud cars

Major Imports: Foodstuffs, mid tech, high tech

Bespin Lifeforms

Bespin has evolved a number of strange lifeforms, suited for survival in a world with no land. The deeper one goes into the cloud layer, the more exotic and bizarre the creatures become. The most prominent or noteworthy creatures are listed below.

Beldons

Beldons are among the biggest animals in the galaxy. These immense floaters appear as huge gas bags riding the wind currents in the colorful Bespin sky. Theories persist that beldons give off natural tibanna gas, and as such, these animals are protected by law. They are gentle animals, sometimes traveling in herds, feeding off the algae and nutrients that lie suspended in the clouds.

■ Beldons

Type: Atmospheric floater

DEXTERITY 1D

PERCEPTION 4D

STRENGTH 9D

Special Abilities:

Electrolocomotion: Beldons generate an electrical field which allows them to maneuver in the clouds of Bespin.

Electrolocation: Beldons are sensitive to disturbances in the electrical field surrounding them. They have an effective scan sensor capability of 2km/1D.

Move: 70; 200 kmh

Size: 800 meters to 10 kilometers

Scale: Walker

Velkers

Velkers are leathery, V-shaped flyers that are the predators of Bespin's skies. They feed on beldons, attacking in swarms, but they also pose a threat to small aircraft and cloud cars that stray too far from Cloud City. There are accounts of them actually attacking Cloud City, mistaking its electromagnetic signature for an immense beldon. Velkers sometimes travel in packs. They resemble primitive fixed-wing aircraft in shape, have long claws, and rows of deadly mouths lining their bellies.

■ Velkers

Type: Flying predator

DEXTERITY 2D

PERCEPTION 2D

Search 4D, **sneak** 4D

STRENGTH 4D

Special Abilities:

Energy Bolt: Velkers stun prey by delivering an ionized electrical bolt which causes 10D stun damage.

Teeth: Do STR+1D damage

Move: 140/400 kmh

Size: 200-350 meters

Scale: Walker

Rawwks

Rawwks are small, batlike scavengers that fly among the clouds of Bespin. Rawwks are the creatures most likely to be seen by visitors to Cloud City or Tibannopolis. Flocks of rawwk inhabit open girders and abandoned air chutes in both cities. They flock and dive in great waves, feasting on the algae in the clouds. Rawwks seem to have a symbiotic relationship with beldons, as the beldons provide them with huge, moving nests, and rawwks clean their tendrils of any excess algae and provide an early-warning system by fleeing at the site of a velker.

■ Rawwk

Type: Flying scavenger

DEXTERITY 3D+1

PERCEPTION 5D

STRENGTH 1D+1

Special Abilities:

Claws: Rawwks have small claws, which do STR+1 damage

Move: 20 (flying)

Size: Up to .7 meter wingspan

Scale: Creature

Thranta

Thrantas are flyers transplanted to Bespin from Alderaan. They have broad, sail-like wings and body cores composed mostly of a gas bladder. The thrantas were brought to Bespin as a gift to his Alderaanian wife. Now, several of the thrantas have escaped to the wild, and have begun to reproduce in this new world. There are many thrantas that are domesticated, and ridden by alien riders in "sky rodeos."

■ Thranta

Type: Alderaanian flyer

DEXTERITY 4D

PERCEPTION 3D+1

STRENGTH 4D

Move: 25 (flying)

Size: Up to 4 meters tall.

Scale: Creature

Orneriness: 1D (tame), 4D (wild)

carbonite, which would force him into hibernation, preventing him from using any of his Force powers. Vader could then present Skywalker to Emperor Palpatine, who would then lure young Luke into embracing the dark side.

Cloud City

Cloud City was foremost a mining city. Founded by the eccentric Lord Ecclessis Figg many years ago, Cloud City's main economic asset was Bespin's naturally occurring spin-sealed tibanna gas. The gas is used as hyperdrive engine coolant and as a source of energy for blasters.

However, Cloud City was much more than a mining complex. It eventually developed into a luxurious, if remote, vacation area. Countless casinos, luxury hotels and exotic businesses appeared in the beautiful spires of the city's top level.

Cloud City was home to a diverse population composed mostly of humans and Ugnaughts. The thriving economy allowed for a high standard of living for most, and the almost cooperative system of government allowed businesses, trade guilds and citizens great latitude within the free enterprise system.

Cloud City was among the most beautiful metropolises in the galaxy, and beckoned to those with a desire to mix beauty and wealth. Unfortunately, the untimely arrival of the Empire forced a great change on the city. Baron-Administrator Calrissian ordered a general evacuation of the city shortly after Lord Vader's arrival. Now, under the command of Imperial Captain Treece, the city is under the control of the Empire.

■ Cloud City (prior to the Imperial takeover)

System: Bespin

Starport Type: Standard class

Traffic: Busy

Control: Controller

Landing: Landing team

Docking Areas: Docking bay

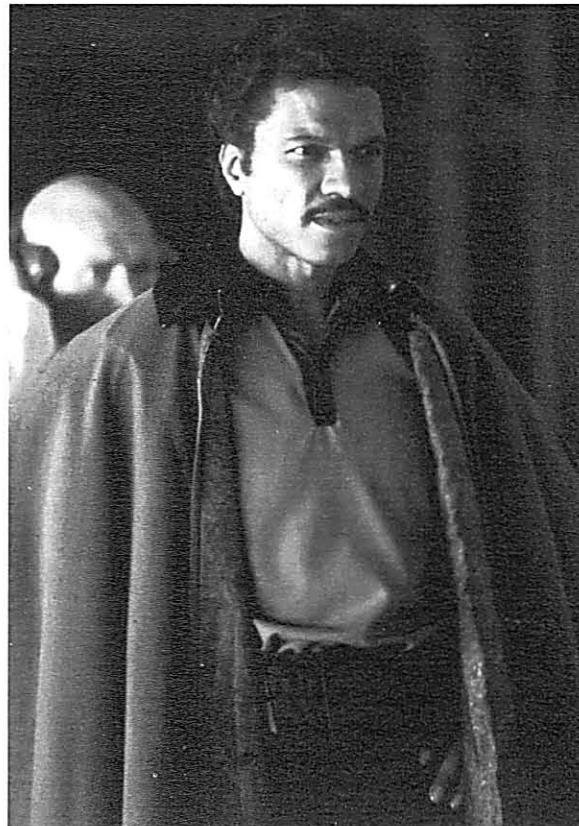
Docking Fees: 75 credits per local day (levels 1-50), 55 credits per local day (levels 51-120), 25 credits per local day (levels 121-280).

Customs: Local patrol

Services: Food, lodging, repair facilities, entertainment, storage bays, and vehicle rentals.

Capsule: Lord Ecclessis Figg and his team of Ugnaught workers built Cloud City to take advantage of Bespin's natural secret: a treasure trove of naturally spin-sealed tibanna gas, perfect for weapons modifications. The floating mining station has made its fortune covertly selling this gas to weapons manufacturers not associated with the Empire. The remainder of Cloud City's income is generated by a healthy tourist trade. Located far from the Core, Cloud City is one of the few places in the area locals can go for a luxurious resort.

Cloud City is located just off the Corellian Trade Spine, adjacent to the Anoat system.



Lando Calrissian

Lando Calrissian has had a very difficult, confused, and desperate time since Lord Darth Vader arrived on Cloud City. Things were so much simpler before then. This one-time gambler, rogue and interstellar con-man had settled down into a nice comfortable life as Baron-Administrator of Cloud City. Sure, there were pressures that came with the job — supply problems, labor difficulties and the like — but they were nothing compared to the kind of problems he used to encounter on a daily basis — jealous husbands, humiliated crime bosses, outraged government officials, and the last Sorcerer of Tund, to name a few.

As chief executive of the floating metropolis, Lando led a kind of double life. By day he was the responsible leader, settling disputes, appearing at charity luncheons and making appearances at other occasions of pomp and circumstance. Evenings on Cloud City were quite another story, however. Lando spent many of his nights in one disguise or another, milking the city's casinos for all they were worth.

Many of these "alter-egos" became quite famous around the glamorous Cloud City night spots, and few of the city's inhabitants seemed to notice that these highly successful gamblers and womanizers were hardly ever seen during the daylight hours.

Meeting a Dark Lord

The following is a personal account of Lando Calrissian's meeting with Darth Vader

It was one of those incredibly bright, beautiful days when you know something's just got to go wrong. Of course, when I'm talking about something going "wrong," I'm usually talking about a brawl down in Port Town or a Cloud Car accident or a union dispute. But when I was informed that an Imperial shuttle carrying Lord Darth Vader and a platoon of Imperial stormtroopers had arrived, "one of those days" became the day that I'd always feared would come.

I wasn't exactly sure how to greet him as I strode across the landing platform to meet the Dark Lord. What do you say to someone like that? "Are you here for business or pleasure?" didn't sound quite right to me. Anyway, I hoped the right words would come to me, and I hoped that this was just some kind of inconsequential visit. I knew better.

Vader stepped from the entry ramp and strode past everyone to come chest-to-face with me. Behind him, Boba Fett looked on in silence.

Vader was a giant of a man, if he even was a man. I could feel the heat issuing from his helmet as he spoke. I felt a certain tightness in my throat. "Are you Calrissian?" he asked flatly.

"I am," was my only reply.

He took a few seconds to study me, and it seemed as if he were peering directly into my thoughts. "I would speak with you," he said.

"Be my guest," was my smug answer.

I felt tightness around my windpipe once more as he responded, "In private."

The Dark Lord gestured and spoke as he began to stride across the platform. "An honor guard will not be necessary," he hissed. Somehow, he knew that I had a squad of Wing Guards hidden, ready to take action if neces-

sary. "I am here about a personal matter. A matter which may prove ... mutually beneficial."

I was trying my best not to be intimidated, but failing miserably. "Sounds interesting," was my all-too-cool reply. "Why don't you step into my office?" I turned to face him then, "Leave the bounty hunter behind. His kind makes me nervous."

I didn't know how Vader would react to that, and, surprisingly, he answered with, "As you wish."

Behind me, I could hear the sound of Fett's wrist lasers powering up, but I didn't even turn around. There would be another time and place for that.

It was obvious after my initial, tentative probing that Vader was prepared to make certain allowances to achieve his ends. I would try to take advantage of that fact. He had apparently done research into my background, since he mentioned my former friendship with Han Solo. I had heard that Han had a price on his head, but I didn't know the Empire was after him. The old pirate was certainly hip-deep in it now. It wouldn't do any good to deny that I knew Han, so I tried a different approach.

"That lousy, no-good swindler still owes me quite a bit," I snapped. Naturally, that gambit backfired.

"Good," the Dark Lord replied. "Then, I'm certain I will have your complete cooperation in this matter."

My heart sank when the Dark Lord hit me with the deal. It was the life of an old friend in exchange for total security. It was no deal — there was no choice in the matter. Either I could agree to Vader's offer, or his troops would occupy Cloud City and Vader would get what he wanted anyway.

I had lives to protect. I agreed.

One of Lando's aliases was particularly successful. He was known only as "the old man" by those at the Royal Casino. Nightly, for a stretch of about three standard months, this mysterious gambler literally bankrupted the Royal. But, each night, he would make one final bet before leaving; he would bet everything he had won that night on a single spin of the Greehu wheel, or on one single-drop toss. He never won that final bet. The casino owners would breath a long, heartfelt sigh of relief, and the old man would leave in exactly the same financial condition in which he had

arrived, but with the thrill of having won and lost a fortune.

It was a good life, and it seemed as far away from the Galactic Civil War as Lando could hope to be. But the arrival of Lord Vader changed all that. Everything that Lando had built on Bespin hinged on this distressing deal, which centered around selling out an old friend, Han Solo.

In a way, Lando considered Solo a better friend than the Corellian smuggler might know. It was Solo who won the famous *Millennium Falcon* from Lando in a rather well-documented sabacc

match and, as it turns out, it was that moment which prompted Lando to give up his travels as a galactic rogue and settle down.

Lando had always secretly thanked Solo for “presenting the opportunity,” but now he would have to betray that friendship in order to preserve what he had worked to establish over the past few standard years.

“No matter where you go, or how far from the Galactic Core you end up, it’ll always find you.” These were Lando’s expressed feelings when asked about finally joining the fight for freedom. “I guess I was just kidding myself,” he continued, “thinking I could run away and hide from trouble when all I was really doing was not dealing with how I felt about everything. I have never had a love for the Empire, and I always felt I had been doing my part to fight it — in my own little annoying kind of way.”

Calrissian’s roguish smile faded as he finished his statement, “When I settled on Bespin, it seemed that everything I was doing was for myself. Everything that’s happened lately has been a test. Normally, I have my own special way of dealing with tests, but I couldn’t find one of those ways that would apply this time. There was just no way to cheat. It was a ‘true or false’ kind of question, with no ‘all or none of the above’ options. So, I guess you might say I tried one answer, and found that I wasn’t too happy with it, so I deleted that answer and chose another path of action.”

Now Lando has opted for the life of a Rebel, putting his days of ease and responsibility behind him to again take up the controls of the *Millennium Falcon*. He betrayed a friend, and that thought haunts him. Now he must rescue that friend or, if that fails, take his place with these brave freedom fighters. He does not know if he will fit in, if he will win a place in this family of friends, but he will do whatever he can to help them achieve their goals. The Empire has forced Lando Calrissian out of retirement, forced him to again take up his blaster. The Empire will regret the hand it dealt him — on that Calrissian has staked his life.

■ Lando Calrissian

Type: Gambler

DEXTERITY 3D+2

Blaster 6D+2, blaster: hold-out blaster 7D, brawling parry 5D+1, dodge 6D, grenade 4D+2, melee combat 4D+2, melee parry 5D+1

KNOWLEDGE 3D

Alien species 5D, bureaucracy 7D, business 7D, business: mining 10D+1, business administration 7D+1, cultures 6D+2, languages 5D, planetary systems 5D, streetwise 7D+1, survival 5D, value 5D+1

MECHANICAL 2D+1

Archaic starship piloting 3D+1, astrogation 6D+2, communications 4D, ground vehicle operation 3D+1, repulsorlift operation 4D, repulsorlift operation: cloud car 5D+1, sen-

sors 4D+2, space transports 8D, starfighter piloting 8D, starship gunnery 7D, starship shields 7D, swoop operation 4D+2

PERCEPTION 4D

Bargain 8D, bargain: tibanna gas 10D+1, command 6D, con 8D+2, forgery 6D+1, gambling 9D+2, hide 6D, persuasion 6D+1, sneak 6D

STRENGTH 2D+2

Brawling 5D+1, climbing/jumping 5D, lifting 4D+2, stamina 5D, swimming 4D

TECHNICAL 2D+2

Computer programming/repair 4D, droid programming 3D, repulsorlift repair 4D, security 6D+1, space transports repair 6D+2, starship weapon repair 4D

Force Points: 1

Character Points: 10

Move: 10

Equipment: Hold-out blaster (4D), comlink, sabacc card deck

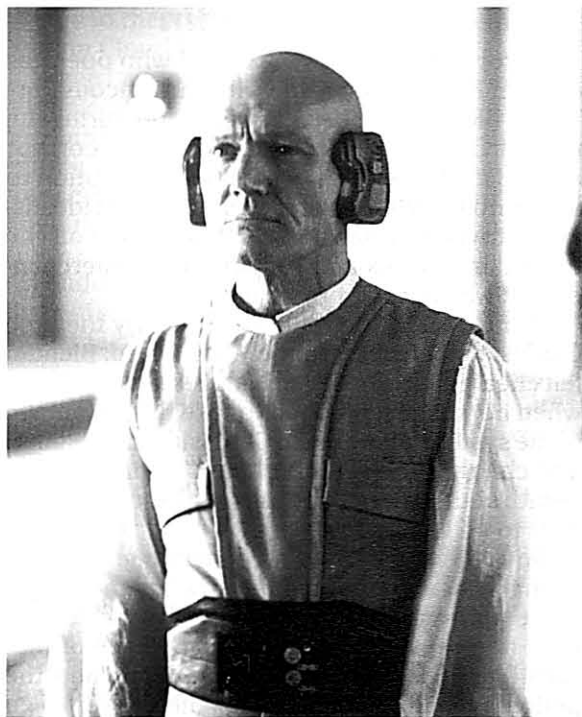
Lobot

The position of Baron-Administrator has changed hands numerous times throughout the storied history of Cloud City, but the position of Administrator’s Chief Aide has not. When the city in the clouds was first built, it was designed around a central computer core, which could almost single-handedly run the systems operation of the entire city. This allowed the Baron-Administrator to keep a personal watch over the various systems, rather than having to rely on the dozens of specialists that would otherwise be necessary for the operation of each system.

But bureaucrats are not usually technophiles. So, after many years of struggling to operate the city’s extremely sophisticated computer systems, it was determined that a computer liaison officer was needed between the city’s central computer and the Baron-Administrator. It was also decided that this liaison, with an integral link to the computer, would also take over as the city’s chief administrative aide. But who could qualify for such a job? As it turns out, a young vagabond and ex-slave formerly held by a band of pirates — and just then convicted for robbery on Cloud City — was the answer.

The youth’s name was Lobot, and at the time of his arrest, he had no money, no future, and no hope. However, Ellisa Shalence, the Baroness-Administrator during the incident, thought that the young man did have the potential to turn his life around if given the proper chance. She suggested that, rather than serving a lengthy prison term, Lobot should indenture himself to the city, as a borg who would become the new computer liaison officer. Of course, this opportunity for the young man would involve a series of operations in which Lobot would be given advanced, brain-enhancing, borg implants that would allow him to communicate directly with the city’s central computer.

It wasn’t until Lando Calrissian took control of the city that Lobot’s full potential was reached.



Lando used Lobot's unique abilities in ways they had never been used before. Mostly, these new uses revolved around clandestine operations.

Working with Lando Calrissian, Lobot saw what a resourceful man might accomplish if he put his mind to it. But to Lobot, Lando seemed rather self-possessed. And when the two finally became caught in the battle between Rebellion and Empire, it was Lobot who urged his leader to help the Rebels.

It is unknown what happened to Lobot after the Millennium Falcon's escape from Cloud City. Reports indicate that Lobot has remained the computer liaison officer for the new administrator, Imperial Captain Treece. If that is the case, it is believed that the Alliance still has an ally on the city in the clouds, as Lobot is no doubt looking for the city's best interest, and not the Empire's.

■ **Lobot**

Type: Cyborg Administrator

DEXTERITY 2D+2

Blaster 4D

KNOWLEDGE 3D+1

Bureaucracy 5D+1, bureaucracy: Cloud City 9D+2, business 8D, law enforcement: Cloud City 7D, value 4D+1, willpower 6D

MECHANICAL 2D+2

Beast riding 3D, repulsorlift operation: cloud car 5D

PERCEPTION 3D

Command 4D, command: Wing Guard 8D, investigation: Cloud City 12D+2, search 5D

STRENGTH 2D+1

Stamina 4D+1

TECHNICAL 4D

Computer programming/repair 6D, computer programming/repair: Cloud City's central computers 11D, security 6D, security: Cloud City 12D+2

Force Points: 2

Character Points: 12

Move: 10

Equipment: Brain-enhancing cyborg implants (allows instant access to Cloud City's central computer whenever within one kilometer of city, and gives +2D bonus to *bureaucracy*, *law enforcement*, *computer programming repair*, and *security* when pertaining to Cloud City; can use computer system to monitor movements of any individual or individuals while on Cloud City; can remotely control any of Cloud City's systems, including comms, repulsorlift control and life support), portable data storage facility (can hold up to three knowledge cartridges).

Wing Guards

The blue-clad Bespin Guards, or "Wing Guard" as they are more commonly known, are the Baron-Administrator's "strong arm of the law." They were a symbol of the city's commitment to better living. They patrolled the sun-drenched avenues of their fair city to keep the peace in an otherwise tense situation. The kinds of people drawn to mining are rough and tumble, eager to prove their boasts and known to take out their tensions on those who cross their path. There were also many "undesirables" and fugitives who passed through the city, and some of this ilk even make their homes there. But for all the city's derelicts and criminals, there were just as many honest men and women who deserved protection and a chance at a peaceful life.

Until the Empire took over, the Wing Guards were under the direct control of the Baron-Administrator, although they were a separate entity unto themselves. Cloud City Security was more than just a branch of the city's government, it was also a thriving business. The Wing Guards were paid in direct proportion to the level of success they had over a certain period of time, as determined by a poll of the city's populace. This incentive program was implemented by Baron-Administrator Lando Calrissian.

When Lando first took the post, the Wing Guard was a corrupt, disorganized unit, run by thieves and greedy bureaucrats. Private citizens of Cloud City paid for protection and efficient service. Those who could not afford to pay often went without protection and service entirely.

Under the new arrangement, the Wing Guard was still under private ownership, but now it was under the complete control of the Baron-Administrator. Along with this, the populace as a whole would pay for and receive the services of Cloud City Security. Individuals would no longer be paying for their own special treatment. To keep rates competitive and allow for the rewarding of outstanding work, Lando made the pay scale variable.

Under the personal direction of Lobot, who also served as special liaison to the Wing Guard, several important investigations were undertaken. By concentrating on several mining union



leaders with questionable personal portfolios and on a few number-running organizations that operated out of the big-name hotels, these investigations threatened to expose some of the city's worst corruption.

These operations would have been impossible under the old system. But thanks to the perseverance of Lando Calrissian, the city reached a pinnacle of respectability, shedding a reputation for corruption and underhandedness. Before the incidents involving the Empire, Cloud City gained a new reputation as a reputable mining and resort colony.

Typical Wing Guard Officer. All stats are 2D except: *Dexterity* 2D+2, *blaster* 4D, *brawling parry* 4D, *dodge* 4D, *melee combat* 4D+1, *melee parry* 3D+2, *streetwise* 3D+1, *streetwise: Cloud City* 5D, *willpower* 4D, *con* 3D, *investigation: Cloud City* 6D+1, *search* 5D+1, *sneak* 4D+1, *brawling* 3D, *security* 4D+2. Move: 10. Equipment: Blaster rifle (5D), blast vest (+1 energy, +1D physical), comlink.

Typical Wing Guard Member. All stats are 2D except: *Dexterity* 3D+1, *blaster* 4D, *dodge* 4D, *Knowledge* 2D+1, *bureaucracy* 3D+1, *Mechanical* 2D+2, *repulsorlift operation: cloud car* 4D+2, *Perception* 3D, *command* 3D+2, *search* 4D, *Strength* 3D+1, *brawling* 4D, *Technical* 3D+1, *security* 4D+2. Move: 10. Character Points: Varies, typically 0-5. Blaster pistol (4D), comlink, binders.

Typical Wing Guard Pilot. Same stats as Wing Guard Member except: *vehicle blasters* 5D+2, *repulsorlift operation: cloud car* 6D+2.

Typical Wing Guard Customs Official. All stats are 2D except: *Dexterity* 2D+2, *blaster* 4D, *brawling parry* 4D, *dodge* 4D, *streetwise: Cloud City* 5D, *willpower* 4D, *con* 3D, *investigation: Cloud City* 6D+1, *search* 6D+1, *sneak* 4D+1, *brawling* 3D, *security* 5D+2. Move: 10. Equipment: Blaster rifle (5D), blast vest (+1 energy, +1D physical).

Jerrold Blendin

Jerrold Blendin is a Wing Guard who operates on level 120, just above the wild and raucous Port Town. Blendin had been a rookie cop during the rule of Baron Raynor, a despotic and corrupt Administrator who allowed much corruption to seep into the Wing Guard. Blendin began idealistic, but when he saw his chief skimming off the top, taking bribes and keeping stolen merchandise, it was hard not to resist.

He made it to the rank of captain by the time Calrissian restructured the Wing Guard. Blendin felt cheated—he had paid his dues, and now, just when he was in a position to take full advantage of the system, along came Calrissian, a foreigner, and changed the rules on him. Blendin kept his mouth shut, however, and instead, requested his beat to be level 120.

Now, Blendin and his men make a few credits from the locals and roughing up a few thugs who come up from the Port Town levels. In his own way, he keeps justice, but the populace of that area live in fear of both the criminals and the police. Blendin commands his men never to go too far, not to take too much, for fear of drawing attention to themselves.

Blendin's fate is unknown since Calrissian's call to evacuate Cloud City.

■ Jerrold Blendin

Type: Corrupt Wing Guard

DEXTERITY 3D+1

Blaster 4D, *dodge* 4D

KNOWLEDGE 2D+1

Bureaucracy 3D+1, *streetwise* 4D

MECHANICAL 2D+2

Repulsorlift operation: Cloud Car 4D+2

PERCEPTION 3D

Command 3D+2, *search* 4D

STRENGTH 3D+1

Brawling 4D

TECHNICAL 3D+1

Security 4D+2

Move: 10

Equipment: Blaster pistol (4D), comlink, binders

Citizens of Cloud City

The city in the clouds was populated by a diverse group of citizenry. But the one thing that held this mixture together was mining. Cloud City was foremost a mining operation, and everyone in the city, in one way or another, is in the mining business. Whether they are hotel managers, Wing Guards, shopkeepers or cloud car mechanics, they would not have been in business without the tibanna gas mining which was this city's lifeblood.

The populace of the city changed drastically from its early "wild" days. By the time of the Imperial take-over, business people actually outnumbered the criminal element. This was due

mostly to the tourist trade, a relatively new concept on Cloud City.

When Lando Calrissian took office as the city's Administrator, the city was well on its way to becoming an isolated but beautiful resort community. He had just the right combination of contacts and talents to bring Cloud City fully into its glory. Before long, the tourist trade on Cloud City was thriving.

Lando's biggest job was to keep the seedier elements living on Cloud City away from the tourist facilities. He did this by keeping the "undesirables" below the city's surface, and by situating the ritzy hotels and casinos in the spires and upper levels of the city. The division was a natural one.

Below the city's upper levels was Port Town, a haven for smalltime criminals and thugs. Lando allowed Port Town to grow and prosper, since he felt that as long as these people kept largely to themselves, Port Town was a good outlet for their aggression.

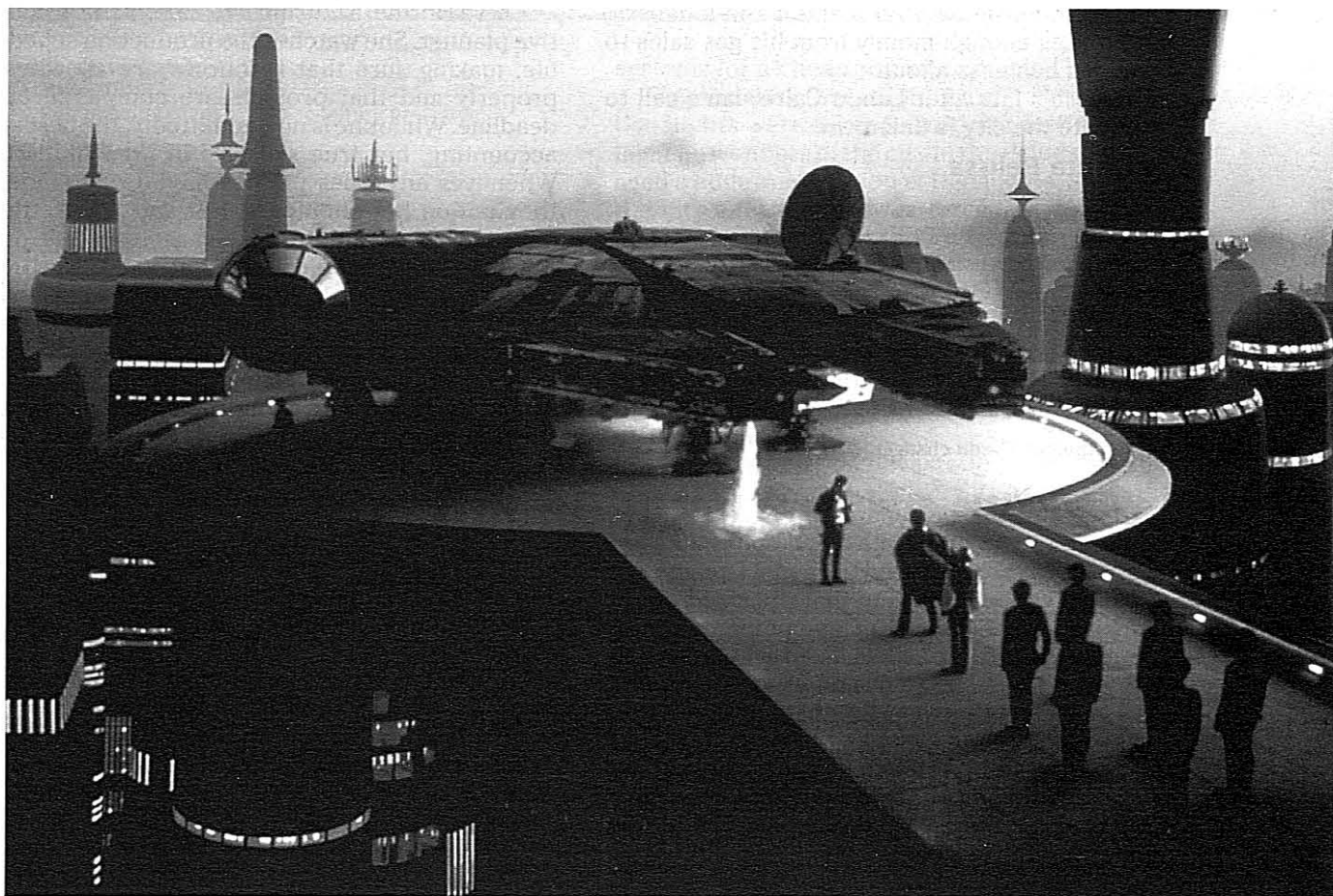
Meanwhile, the city's upper plaza and dazzling towers became a sparkling paradise of striking architecture set off by stunning sunsets. Along with this creation came many wealthy "investors" eager to get in on the action. But although

the tourist trade was relatively lucrative, mining was still the city's primary source of income. The majority of the families living on Cloud City were mining families. These were no ordinary miners, however: they were union-breakers, picket-line-crossers, and idealists, who were all fugitives of the tyrannical Imperial Mining Guild.

On Bespin was the promise of a union run by the miners, for the miners, and with all the profit going to the miners. It was a fleeting dream, however, since the Empire did eventually catch up to Cloud City, despite the efforts of Lando Calrissian to keep that confrontation from happening. The miners spread to all corners of the galaxy, with only their dreams and hopes and memories of Cloud City to drive them on.

Danta Belissa

Danta Belissa is a food and souvenir merchant who operates on level 120, just one level above the seedy Port Town of Cloud City. Belissa sells rich, spicy Corellian food for the administrative personnel who work on this level. It is a small store, tucked away in dusty corner. Belissa's store motto is that "It may be hard to find, but it's always worth the trip." In fact, the store is located



right at the nexus of several breezeways, so that the scent of roast kelbird and fried dinnd wafts many meters.

While his wife and daughter do much of the cooking, Danta runs the business and the small souvenir and antique shop adjacent to the restaurant. He has five full time employees, and they have been there for almost three Bespin years.

Things began turning ugly about two years ago when Wonn Ionstrike, the biggest criminal in Port Town, began sending thugs up to his store for protection money. Even reporting this to the police proved futile, as the local officer, Jerrol Blendin, was no more honorable than the criminals below. Things looked bad for Belissa's as much of its income was going to both Ionstrike and Blendin.

Danta began to pack up the shop, clearing out the storage room when he discovered something that would save both his family and his business. As he moved one of the fryer units, he discovered an exposed gas conduit, which piped some of the tibanna gas harvested by Cloud City to other levels.

Danta placed a small siphon into the conduit, and supplemented his income by selling bootleg tibanna gas to pilots and rogues who know where to get it. Danta has so far managed to keep his siphon secret from both Blendin and Ionstrike, and makes enough money from his gas sales to keep his business afloat.

Belissa's fate after Lando Calrissian's call to evacuate the city is unknown.

■ Danta Belissa

Type: Merchant

DEXTERITY 1D

KNOWLEDGE 2D

Business 4D, scholar: galactic history 4D, value 4D

MECHANICAL 2D

Repulsorlift operation: Cloud Car 5D

PERCEPTION 2D

Bargain 5D

STRENGTH 2D

TECHNICAL 2D

Move: 10

Equipment: Credit changer

Wiorkettle and Treva Horme

Cloud City invited both small merchants and big business as witnessed by Planet Dreams, Inc. a planetscaping company that operated on the upper levels of the city. This company, run by three equal partners, specialized in building habitable environment domes on private asteroids, and making otherwise uninhabitable environment not only inhabitable, but beautiful. Their clientele was among the richest in the galaxy, and they have several chains throughout the galaxy, centered around asteroid belts like the Mestra system and the Oseon.

About a year ago the three executives, Wiorkettle, Treva Horme and Ozz, located their head offices to Bespin due to the low overhead costs and the out-of-the-way privacy of the gas giant. The company was seriously looking into selling private hovering platforms in Bespin's life zone, offering escape from even Cloud City.

The prospects looked good until the Ugnaught partner, Ozz, brought something to Wiorkettle and Horme's attention. According to their records, someone was embezzling from the company, stealing both money and terraforming hardware. The three were shocked and outraged that someone was getting away with this, and Ozz vowed to look into the theft personally.

His investigation was interrupted, however, by the arrival of the Empire. Not wanting their money-making enterprise swallowed by the Empire, Planet Dreams, Inc. downloaded all their files and evacuated the city. While Wiorkettle and Treva escaped in their private executive shuttle, Ozz was nowhere to be found.

Wiorkettle is a Snivvian male. He is the chief artist who decides on the aesthetic appeal of each of the new environments they sculpt and carve. The Snivvian always throws himself into each project, staying up night and day until it just perfect.

Treva Horme, a Lutrillian female, is the executive planner. She watches the production schedule, making sure that resources are allocated properly and that projects are completed on deadline. While she is not, admittedly, the best at accounting, her true skill lies in presentation. Whenever any sales pitches have to be made, they fall on her shoulders. Her and Wiorkettle have moved back to the Oseon asteroid belt.

Ozz, a 150 year-old Ugnaught, manages the resources and budget. While Treva allocates them, Ozz oversees the inventory. He also is an expert at terraforming and engineering, and he oversees any logistical concerns of their projects. An old Ugnaught with a long memory, Ozz spent the first century of his life in slavery. Ozz's current whereabouts are unknown.

■ Wiorkettle

Type: Snivvian artist

DEXTERITY 2D+2

KNOWLEDGE 4D

Alien species 4D+2, artist: sculpting 6D+2, bureaucracy 4D+1, business 5D, planetary systems 5D+2,

MECHANICAL 2D

PERCEPTION 4D+1

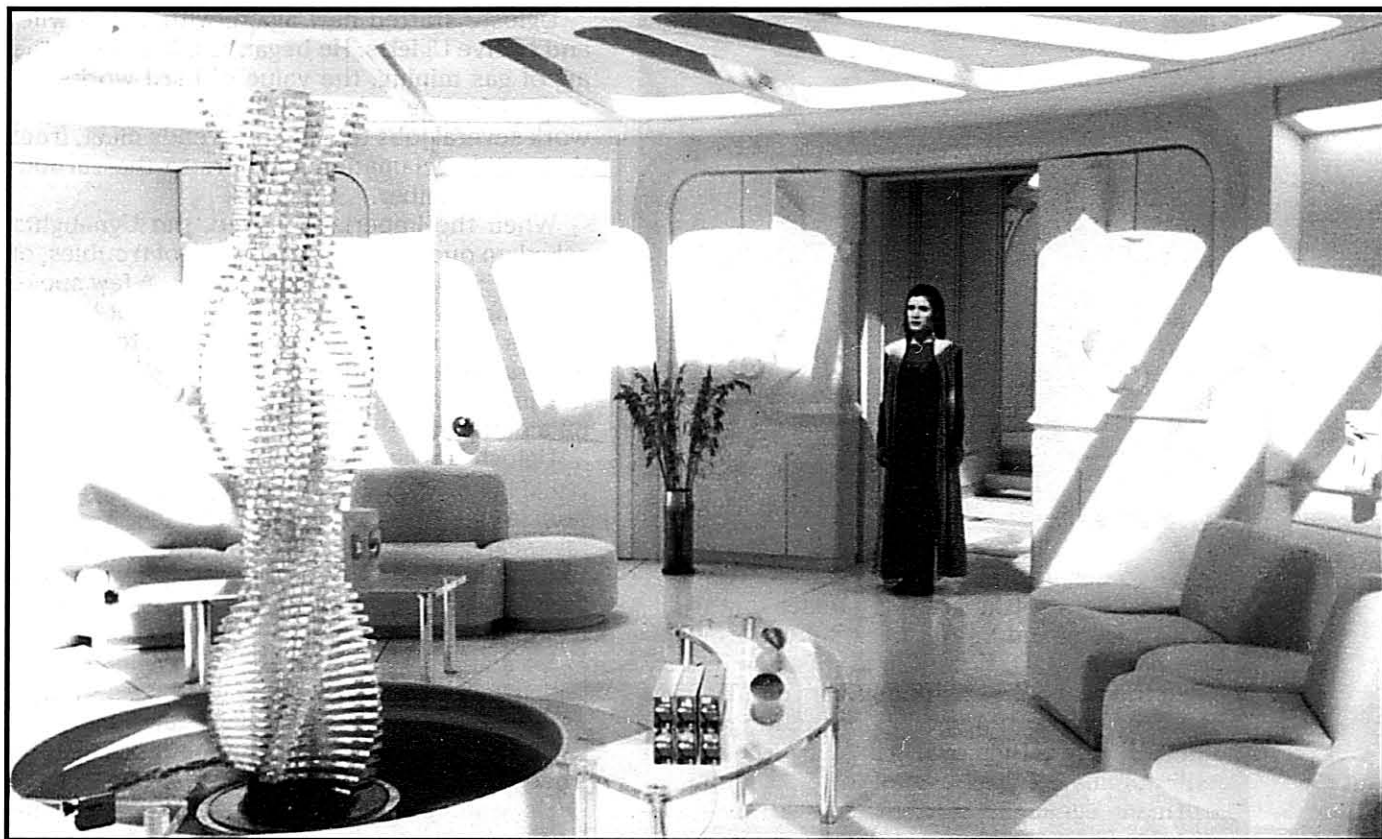
STRENGTH 3D

TECHNICAL 2D

Computer programming/repair 4D+2, droid repair 4D+2

Special Abilities:

Adaptive Skin: Snivvians can survive in temperature extremes from -30 to +45 degrees standard without harm or protective clothing. Snivvian skin gives a +1D armor bonus for physical damage.



Character Points: 2

Move: 10

Equipment: Datapad, holo-sculpture projector

■ **Treva Horme**

Type: Lutrillian Businesswoman

DEXTERITY 2D+2

Running 4D

KNOWLEDGE 3D+1

Alien species 4D, bureaucracy 5D, business 6D+1, cultures 4D+2, languages 4D+2, willpower 4D+2

MECHANICAL 2D+2

Space transports 5D

PERCEPTION 4D

Bargain 6D, command 5D+2, con 4D+1, persuasion 6D+2

STRENGTH 2D+2

TECHNICAL 2D+2

Computer programming/repair 4D+2

Move: 10

Equipment: Datapad

Ugnaughts

After humans, Ugnaughts were the largest portion of Bespin's population, at least, before the Imperial annexation. These small, pig-like aliens are natives of the planet Gentes in the remote Anoat system, where they lived in primitive colonies spread throughout a stretch of barely habitable land. Long ago, when Cloud City first began operations, the less-than-reputable leadership of the city, headed by an enterprising eccentric named Lord Figg, searched the nearby

systems for a cheap source of manual labor.

Figg and the others didn't have to look far: the Ugnaughts were eager to work for next to nothing. The wonders of the city in the clouds encouraged a huge immigration of Ugnaughts, and soon the city's leadership was forced to cut-off the flow of immigrants. The aliens were turned away in droves, leaving those who had already made the city their home as a sort of Ugnaught mining elite. But these "primitives" were not quite as dimwitted as the leaders of Cloud City had thought, and they protested the turning away of their brethren, as well as their own poor treatment within the city.

Threatened with a devastating miner's strike and eager to keep the Ugnaughts appeased, the city's leadership allowed the further immigration of Ugnaughts and let the alien workers form a miner's coalition. Secretly, however, the Baron-Administrator at that time had the mining companies make things extremely difficult for the Ugnaughts. As more and more of the aliens arrived, their work hours decreased, as did their pay. The mining companies gave the Ugnaughts the illusion that their continued immigration had created a labor glut.

The Ugnaughts believed this, and soon the flow of immigrants dwindled to a minimum. Also, while many of the Ugnaughts who had originally



come to Bespin stayed on, others left. The original Ugnaught settlers raised families on the city in the clouds and, rather peacefully, these families became part of the Cloud City community. Over the years, the city's administration became more benevolent, and the Ugnaughts gained a special place of their own in Bespin society. They still dominated the ranks of lower paying jobs, but many Ugnaughts started their own businesses or moved into other fields such as waste disposal, maintenance, and security.

Typical Ugnaught. All stats are 2D except: Dodge 2D+2, Knowledge 1D, Mechanical 2D+1, mining tool operation 3D, Perception 2D+1, bargain 3D+1, Strength 3D, brawling 4D, Technical 1D+1. Move: 10. Datapad, force pick, laser spade.

Ugloste

Ugloste was the head Ugnaught worker put in command by the Empire to modify the carbon-freezing chamber to human usage. Ugloste had little interest in the Empire, or the Rebellion, and had no idea why a human was being encased in carbonite. One less humy, he thought, no loss there.

Ugloste, 120-standard years old, has no love for humans. They had enslaved him and his family for many, many years. He saw his beloved wife die for the filling of some bureaucrat's coffers. That human bureaucrats should rule the galaxy sickened him.

But Cloud City was different. It was one of the few places in the galaxy where Ugnaughts could be Ugnaughts. The deepest crannies of the mining levels echoed with uglejig music, and the smoky scent of roast greeg pie always welcomed him home. Their songs, their tales, their films could be experienced again, and new generations were being born never having known slavery.

Ugloste started new again, with a new wife, and twelve Ugletts. He began teaching them the art of gas mining, the value of hard work, and respect for their elders. Ugloste himself had to work several jobs to help make ends meet, from the metal reclamation smelters to the carbon-freezing chamber.

When the Imperials arrived, the Ugnaughts asked no questions. Elders spoke of troubles, of a renewed threat to the Ugnaughts. A few spoke of taking up arms, but those were hot-headed youths with no family. Ugloste chose to wait. An Imperial officer told him to modify the carbon-freezing chamber, and handed him the specifics on a datapad.

Ugloste looked the pad over. In it, were detailed files of a human's anatomy. This particular human was brutally tortured, from the looks of it, on a scan grid. For the first time in a long time, he remembered his first wife's screams, as she went through the same torture. Oh well, he thought, just another humy.

He made the changes with no problems. His team worked to his specs, and he knew that carbon-freezing chamber inside and out. The carbon freeze would be painful, but not deadly. Those were the specs. That was his job.

He watched as the Imperials marched the humy in. He watched as the humy's friend, a Wookiee, roared and knocked over several stormtroopers. He recognized the Wookiee as the same one that tried to steal from his smelting station earlier. Despite that act of thievery, Ugloste had a general respect for Wookiees. He could sympathize with any species enslaved by humans. But this Wookiee was fighting for the humy. Ugloste watched as the humy kissed the woman. Pretty, he supposed, by human standards. He wondered if they were married, if they had children. And as he thought, as he watched the whole procedure, he walked back to the control station.

He made the slightest adjustment, the slightest change in the mixture of gases. The humy wouldn't suffer long. There had been enough suffering.

■ Ugloste

Type: Ugnaught worker

DEXTERITY 2D

KNOWLEDGE 1D

Streetwise 3D, streetwise: Cloud City 4D+1, willpower 5D+2

MECHANICAL 2D+1

Carbon-freezing chamber operation 5D+1

PERCEPTION 2D+1

Bargain 5D+1, con 4D, sneak 3D

STRENGTH 3D

TECHNICAL 1D+1

Carbon-freezing chamber repair 5D+1

Move: 10

Equipment: Force pick, laser spade.

Chapter Eight

THE HEROES OF YAVIN





"Never tell me the odds."

— Han Solo

From the data-journal of Voren Na'al

To conclude this report, I will review the experiences of each of the heroes of the Battle of Yavin since their arrival on Hoth and my commencement of this assignment. It is with some trepidation that I do this, however, as the experiences and current status of these great heroes are neither pleasant nor inspirational. But then, neither is this report, which differs in that important respect from its predecessor.

This report reflects the somber reality of our experiences since the Battle of Hoth and the escape from Hoth, rather than the hope and idealism which were evident after the destruction of the Death Star. All of us have changed since then, as has this bloody civil conflict. There is no greater example of this change than in the Heroes of Yavin who, since leaving Hoth, have endured tremendous hardship.

They were once shining examples for the rest of us, and they continue to be examples, but not of the energy and the spirit that they once exemplified. Now, they are examples of what can, and has, happened to all of us, examples of the fact that no one remains untouched by the Empire's fist.

I had originally intended to interview each of these heroes, as I had done in my first report, but upon their arrival at the Alliance fleet they were in no shape or state of mind to indulge me. I did manage to speak informally with the Princess and even with Commander Skywalker, although both of them were distant and not particularly responsive. Lando Calrissian was much more cooperative, but he was forced to make a hasty departure, setting out with Chewbacca for Tatooine in search of their captured companion, Han Solo.

Both Artoo-Detoo and See-Threepio, aware of my assignment and relatively unfazed by recent events, were very helpful in filling-in many of the gaps in an otherwise comprehensive report. Having accompanied their fugitive masters in their astounding adventures following the assault on

Hoth, the droids were able to provide certain insights into the events which took place. My problem was in sorting and interpreting some of the clearly droid-centered perspectives that each of them had, particularly Threepio, where the behavior of Leia, Han and Luke was concerned.

Princess Leia Organa

Apparently, some of the assertions I made during my initial report on the Heroes of Yavin have proven true. Among them is the alleged "more than professional" relationship between the Princess and a certain Corellian smuggler. Admittedly, my information on this matter is largely derived from a questionable source — the rather colorful observations of See-Threepio.

That droid may not have the best grasp on the intricacies of human behavior, but I was able to piece together, from what he told me, certain definite clues concerning the alleged relationship.

What Threepio described as a "shared breathing exercise of some kind" I can only interpret as a kiss, and an apparently passionate one at that. Add that they engaged in this "breathing exer-



cise" several times, the last one being right before the bound and captured Solo was about to be put into carbon-freeze, an act which Threepio was at a loss to understand.

During their time on Hoth, Leia and Han were constantly at each other's throats. It was certainly apparent to most of the Echo Base personnel that something was up between them, since almost everyone had been "bombarded" by Leia's and Han's constant bickering at one time or another. Down in the south passage of the tunnels, I myself was privy to the end of one of their most colorful spats. Something about Leia "rather kissing a Wookiee" than Solo, and him being able to "arrange that." Great stuff, really.

There is little doubt that Solo, in one manner or another, affected the Princess from the start. I believe it must have something to do with his wild, roguish, uncontrolled — possibly even charming — behavior. This aspect of Solo's personality must somehow remind Leia of herself. Or at least, it reminds her of a certain part of herself that — because of her life as a Princess of Alderaan, Imperial Senator, and now Rebel leader — has been kept locked away inside of her. But Solo has brought out some of these hidden aspects, and has rejuvenated some long dormant qualities of the Princess in the process.

All of her closest friends and associates concur that they have never seen her become this angry with anyone before, and that, to them, is a good sign of her normal health and temperament.

But, even as I write this, Han Solo is being delivered into the clutches of Jabba the Hutt, and the Princess is understandably distraught. But despite all she has been through, even this latest devastating loss, the Princess has simply become more determined than ever. She is determined to right the wrongs committed on the people of the galaxy by the Empire, determined to find Solo, no matter where he is, and bring him back. Most of all, she is determined to gain complete control of her own life and to shape her own destiny.

Of this last matter, I have little doubt. For in this great lady I have seen certain nascent qualities which lead me to believe that she has yet to realize her full potential. I'm not sure exactly, but whatever it is, it is something which I have seen in only one other person in the galaxy: Luke Skywalker.

■ Princess Leia Organa

Type: Young Senatorial

DEXTERITY 3D

Blaster 7D+1, blaster artillery 3D+2, brawling parry 4D, dodge 7D, grenade 4D, melee combat 5D, melee parry 4D, vehicle blasters 4D

KNOWLEDGE 4D

Alien species 7D, bureaucracy 9D+1, cultures 9D, lan-



guages 6D+2, planetary systems 9D, streetwise 6D, survival 7D+1, value 6D+1, willpower 6D+1

MECHANICAL 2D+2

Astrogation 3D+2, beast riding 3D+2, repulsorlift operation 4D+2, starfighter piloting 5D, starship gunnery 4D, starship shields 5D

PERCEPTION 3D+1

Bargain 6D, command 10D, con 5D+1, gambling 4D, hide 6D, persuasion 7D, persuasion: debate 8D+2, search 5D+2, sneak 6D

STRENGTH 3D

Brawling 4D, climbing/jumping 4D, swimming 5D

TECHNICAL 2D

Computer programming/repair 4D+2, droid programming 4D, droid repair 4D, first aid 6D, security 3D

This character is Force-sensitive.

Force Points: 6

Character Points: 20

Move: 10

Equipment: Blaster pistol (4D), comlink, breath mask, blaster rifle (5D).



Han Solo

Having a price on your head will eventually catch up to you, no matter how careful you are, and no one is more careful than Han Solo. But ever since his life became intertwined with a certain group of Rebel heroes, “carelessness” has slowly crept into his style of operation. There was a near-miss with a deadly bounty hunter on Ord Mantell. Everything had gone very well up until then and Solo started to relax a little, perhaps not taking the price on his head as seriously as he should have.

But after his run-in with the bounty hunter, Solo’s attitude shifted. He saw how lax he had become while basking in the false sense of security that traveling with the Alliance held for him. There was still a galaxy full of hunters out there waiting for a chance to collect. By joining the Alliance he was only running away from his troubles, rather than facing them head-on, as was his usual style. What was it then that was holding the Corellian smuggler? Why hadn’t he

left as soon as he got the reward for his heroic actions in the Battle of Yavin?

Han Solo became involved in a situation that took him off the track his life was on and set him upon an entirely new one. The original track held a confrontation with the crimelord Jabba the Hutt, a powerful being who was angry that a shipment of spice Solo was smuggling had to be dumped in space. Jabba wanted Solo to pay for the dumped shipment — as well as for a dead employee, lost revenue, bounty hunter fees, and incurred interest. But now Han Solo and his partner Chewbacca were on a different track. This one left the concerns of Jabba the Hutt and smuggling behind, concentrating instead on matters of galactic import, morals, and lasting friendships.

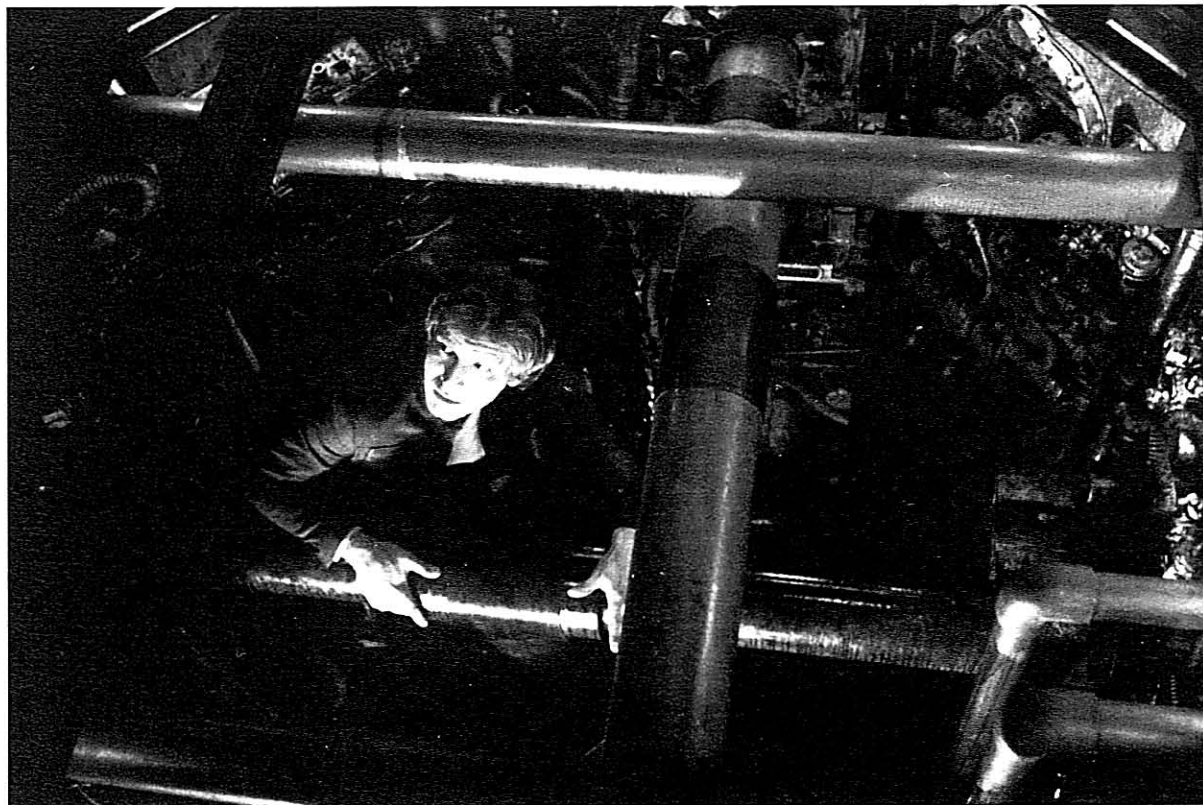
Undoubtedly Solo’s feelings toward Princess Leia and Luke Skywalker played a part in his staying with the Alliance for as long as he did, but I think his motivation runs in deeper and more complex channels. The hardened, galaxy-roving smuggler who was hired to transport an old man, a farm boy, and two fugitive droids to the now-destroyed planet Alderaan has changed a great deal since that day Han met Luke and Obi-Wan in a Mos Eisley cantina. And what he probably once would have considered to be “carelessness,” like falling for a feisty former senator and helping with “humanitarian” causes, Han Solo may now regard differently.

Solo has found a new ideal, and it is something that strikes a sympathetic emotion within the psyche of this seemingly simple, but actually complex, man. He has more than a dislike for the Empire and the tyranny it has brought to the galaxy, and now he has found a way to do something about it. Chewbacca, who has been closer to Solo than anyone over the years, confirms this belief. Chewbacca has seen visible changes in his long-time partner, and he welcomes these changes.

Like the Princess, these traits are a part of Solo, but he has previously and consistently ignored them. Now, however, he has been surrounded by people who represent the best that humanity has to offer, and these people with their ideals have brought out the best in Solo.

In the end, it was not carelessness which led to Solo’s eventual capture, but loyalty and sacrifice. The determination of Solo’s friends to find him and to free him will, with hope, someday show him that this kind of sacrifice goes both ways. He may also learn that there is more to life than living strictly for oneself. This concept of a galaxy-wide community of beings living in equality and without oppression is what the Alliance is all about.

Currently encased in carbonite and in the



clutches of the bounty hunter Boba Fett, Han Solo will soon be in Jabba the Hutt's hands. What the crimelord has in store for this man who has caused him such trouble can only be speculated, but the Hutt is known for "creative vengeance."

■ Han Solo

Type: Smuggler

DEXTERITY 3D+1

Blaster 7D, blaster: heavy blaster pistol 10D, blaster: blaster rifle 5D+1, blaster artillery 6D+1, brawling parry 7D+1, dodge 8D, grenade 5D+1, melee combat 6D+1, melee parry 5D+1, missile weapons 4D+2, pickpocket 4D+1, running 3D+2, vehicle blasters 6D+1

KNOWLEDGE 2D

Alien species 6D+2, bureaucracy 5D, business 6D, business: smugglers 7D, cultures 5D+1, intimidation 6D+2, languages 5D+2, law enforcement 5D, planetary systems 7D+2, streetwise 7D+2, streetwise: Jabba the Hutt's organization 9D+2, survival 7D+2, value 5D, willpower 4D+1

MECHANICAL 3D+2

Astrogation 8D, beast riding 5D+2, beast riding: tauntaun 6D, capital ship gunnery 5D+1, capital ship piloting 7D, capital ship shields 4D+1, communications 5D, ground vehicle operations 4D+2, repulsorlift operation 7D+1, sensors 4D+2, space transports 7D, space transports: YT-1300 transports 11D+1, starfighter piloting 6D, starship gunnery 9D, starship shields 6D+2, swoop operation 6D+2

PERCEPTION 3D

Bargain 8D, command 6D, con 8D, forgery 5D, forgery: ship IDs 7D, gambling 8D, hide 8D, persuasion 5D, search 5D+2, sneak 4D+2

STRENGTH 3D

Brawling 7D+2, climbing/jumping 6D, lifting 5D+1, stamina 7D, swimming 4D+2

TECHNICAL 2D+2

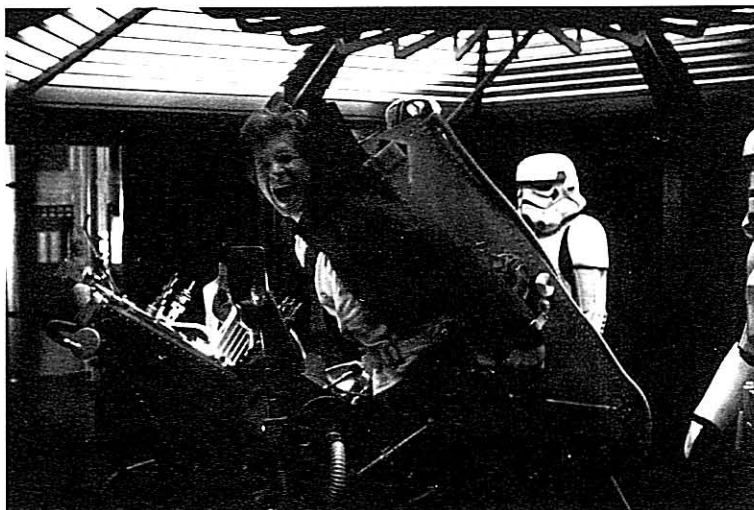
Blaster repair 4D+2, computer programming/repair 7D, demolitions 6D+2, droid programming 5D+1, droid repair 5D+1, repulsorlift repair 7D, security 7D, space transports repair 6D, space transports repair: YT-1300 transports 9D, starship weapons repair 4D

Force Points: 3

Character Points: 30

Move: 10

Equipment: Modified heavy blaster pistol (5D+1), modified blaster rifle (6D+2), comlink



Luke Skywalker

The name Skywalker means many things to many people. Not too long ago, it had been nearly forgotten, linked only to the memory of an old hero who fought in a forgotten war. But since the fledgling Rebel Alliance achieved its greatest victory at the Battle of Yavin, the name Skywalker is once again on the lips of beings across the Galaxy.

Since that miraculous shot which destroyed the Empire's most fearsome war machine, the adventures of Luke Skywalker have taken a more serious and somber turn. This new phase in the life of the former farm boy began, as with all of the Heroes of Yavin, on Hoth. Luke was attacked by a wampa ice creature, and dragged back to its lair. To date, Luke has been quiet about how he escaped the lair and his subsequent time exposed to the harsh elements of the ice planet.

It was the timely arrival of his close friend Han Solo that allowed Luke to survive that frigid night. Solo seems to be making a habit out of last-moment rescues where Skywalker is concerned.

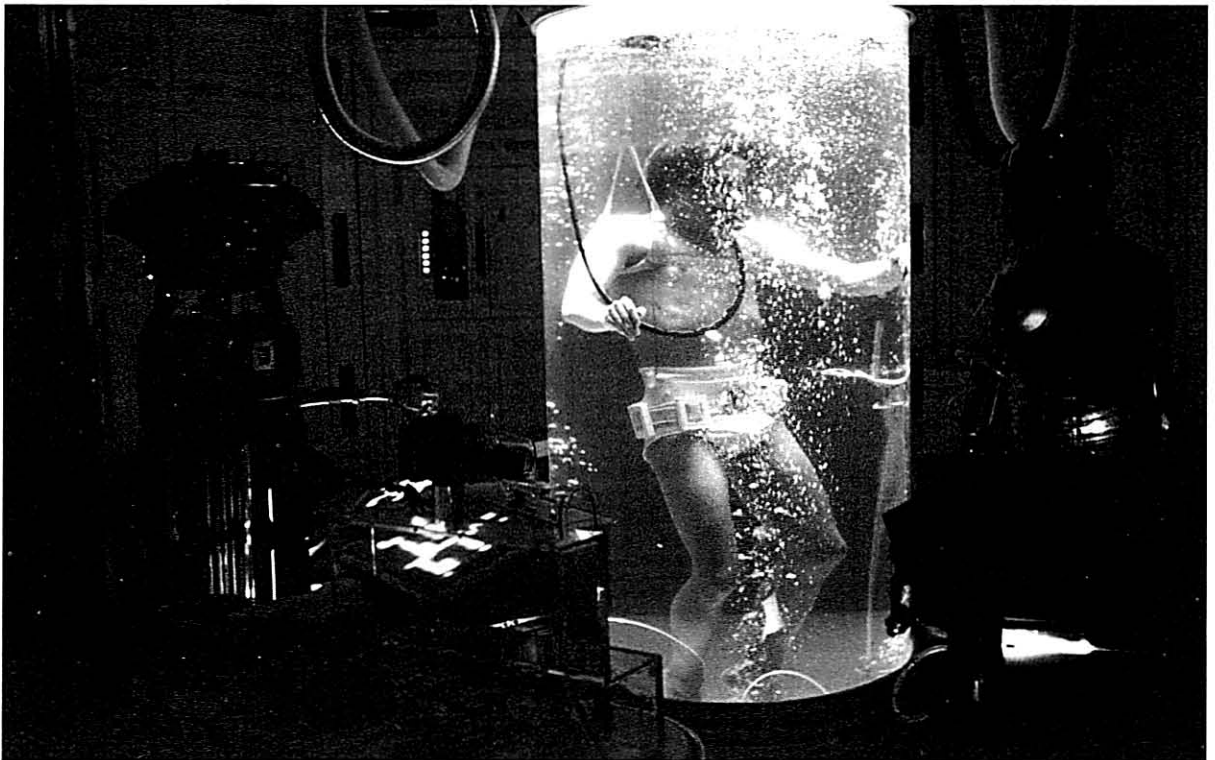
The legend of Luke Skywalker grew considerably in response to his exploits during the Battle of Hoth. This is due primarily to the fact that nearly two dozen Rebel troops witnessed Commander Skywalker single-handedly bring down an Imperial All-Terrain Armored Transport. But after his escape from the Hoth battlefield, Luke did not link up with the rest of us at the designated rendezvous. Rather, he took an unsched-



uled detour to a system called Dagobah. Luke's stay on that planet seems to have changed the young Rebel's life forever.

While on this mysterious side trip, Luke became concerned about the welfare of his friends and companions. He somehow sensed — through the Force — that Princess Leia, Han Solo, and Chewbacca were in terrible danger. Worse, he felt that the danger was his own fault.

So Luke and Artoo traveled to the place of his dark vision, to Cloud City. Here he fell into a trap set by Darth Vader, a trap set specifically to capture young Skywalker. And to bait this deadly trap, Vader used Skywalker's friends.



Beneath the polished halls of Cloud City, far down in the bowels of the floating metropolis, Luke Skywalker confronted the Dark Lord. Using every bit of the ever-increasing powers he possessed, Luke escaped the carbon freeze trap that Vader concocted. In what was an epic clash of flashing lightsabers, Luke was finally, painfully defeated when Vader sliced off Luke's right hand. Skywalker lost both his hand and his lightsaber in that deadly battle.

While he failed to save Han, Luke's actions — and those of Lando Calrissian — enabled the Princess, Chewbacca, and the droids to escape in the *Millennium Falcon*. It was Leia who received Luke's telepathic call for help and brought the Falcon around to pick him up after he barely escaped from Vader. At the mention of the Dark Lord, Luke's face contorts in pain. Something passed between these two foes, something that seems to have struck even deeper than Vader's lightsaber.

■ Luke Skywalker

Type: Brash pilot

DEXTERITY 3D

Blaster 6D+2, brawling parry 5D+2, dodge 7D+1, lightsaber 7D+2, melee combat 4D, melee parry 9D

KNOWLEDGE 2D

Alien species 4D, bureaucracy 5D+1, streetwise 6D, survival 6D, value 4D

MECHANICAL 4D

Astrogation 6D, beast riding 4D+2, beast riding: tauntaun 6D+1, repulsorlift operation 8D, repulsorlift operation: airspeeder 8D, sensors 4D+1, starfighter piloting 7D, starfighter piloting: X-wing 9D+2, starship gunnery 7D+1, starship shields 7D

PERCEPTION 2D+1

Bargain 3D, command 5D, hide 4D+2, search 5D, sneak 4D+2

STRENGTH 3D

Brawling 5D+1, climbing/jumping 6D, lifting 4D, stamina 6D

TECHNICAL 3D

Computer programming/repair 5D, droid programming 5D, droid repair 6D, first aid 4D+2, lightsaber repair 7D+1, repulsorlift repair 7D, security 4D+1, starfighter repair 5D+2

Special Abilities:

Force Skills: Control 9D, sense 7D, alter 6D

Control: Accelerate healing, concentrate*, detoxify poison**, emptiness, enhance attribute**, hibernation trance, reduce injury, remain conscious, resist stun

Sense: Danger sense**, instinctive astrogation**, life detection, life sense, receptive telepathy, sense Force

Alter: Telekinesis

Control and Sense: Farseeing**, lightsaber combat, projective telepathy

*This power is described in the *Star Wars Movie Trilogy Sourcebook*

**This power is described in the *Thrawn Trilogy Sourcebook*.

***This power is described in *Galaxy Guide 9: Fragments From the Rim*

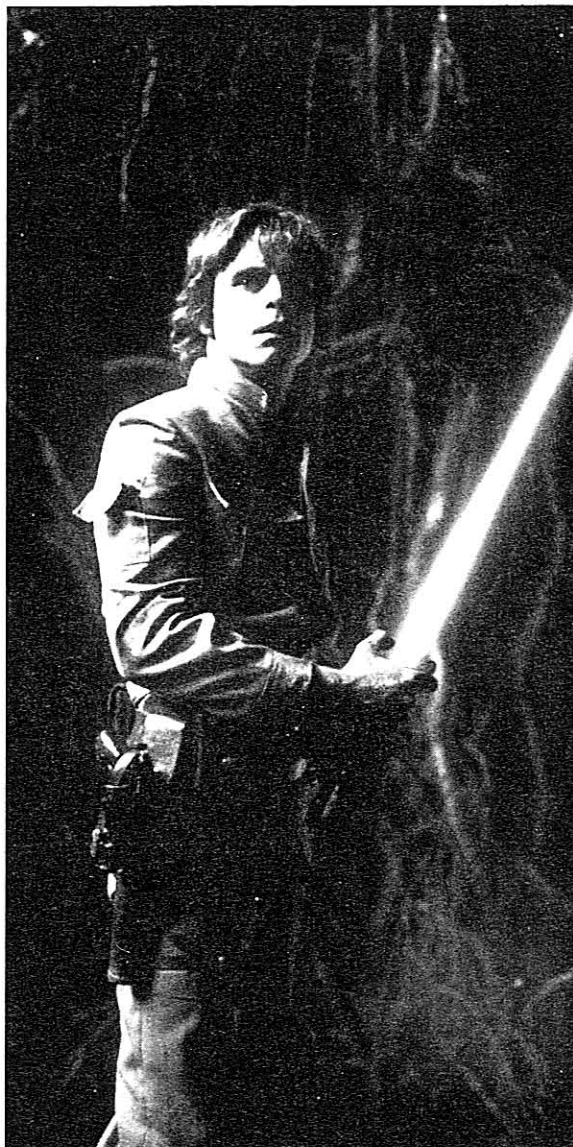
This character is Force-sensitive

Force Points: 12

Character Points: 30

Move: 10

Equipment: Blaster pistol (4D), lightsaber (5D), comlink



Artoo-Detoo and See-Threepio

Since I began following the exploits of the Heroes of Yavin, there has been one constant throughout all the adventures: the droids R2-D2 and C-3PO. They played an integral part in the events of those weeks leading up to the destruction of the Death Star. Since that time, they have been slightly less important to the overall success of the Alliance, but just as well traveled.

On Hoth, each of the heroic droids had a good deal of responsibility, mostly because they were assigned to personally assist the Princess at Echo Base was important. To supplement this, Threepio also had a role in the Alliance communications center, and Artoo helped with cavern drilling. Artoo-Detoo and See-Threepio easily lived up to their reputation as among the most re-

spected mechanicals in the Alliance.

There were mistakes, however, most notably the drenching of Princess Leia's chambers after, at Threepio's indirect suggestion, Artoo turned up the heat in her rooms and melted the chamber walls. This is a particular problem that I can empathize with, having experienced my own share of "melt-downs" during my tour of duty on Hoth.

As was the case with virtually everyone involved, the Battle of Hoth separated these two companions. Artoo "manned" Commander

Skywalker's X-wing fighter during the evacuation, while Threepio accompanied the crew of the *Millennium Falcon* during her harrowing escape from the ice planet. Threepio did not do this willingly however, as he had planned on accompanying the Princess on her transport

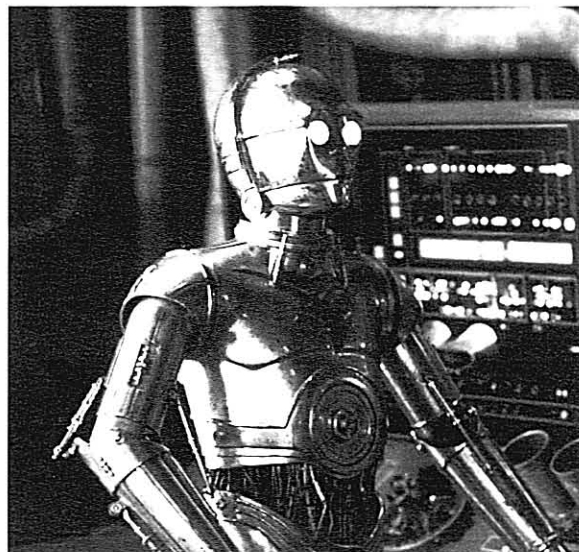
but was cut-off by a cave-in, along with the Princess.

In fact, the golden protocol Droid had no wish to fly in the *Millennium Falcon* ever again, after his

rather harrowing past experiences with the smuggling ship and her reckless pilot.

But if Threepio thought that his travels aboard the *Falcon* had been harrowing, he was in for quite a shock at what was about to happen to him. I'm sure that diving headlong into a deadly asteroid field was not part of Threepio's ideal travel itinerary, nor was nearly being trapped in the maw of a giant space slug, nor single-handedly attacking an Imperial Star Destroyer, nor being blasted to bits by stormtroopers.

As for Artoo, his trip to the mysterious bog-planet, Dagobah, was a relatively uneventful one, at least compared to Threepio's experiences. But



there was a lot happening that Artoo perhaps might not have understood very well. His master was undergoing a very rare and ancient ritual, and Artoo was the unknowing witness to it all. I'm not sure whether Artoo is truly aware of the gravity and cosmic significance of what he saw, but I do know that he perceived the changes taking place in his master, and, perhaps, he even felt the changes taking place in himself.

Once reunited with the others on Cloud City, Artoo immediately jumped in to help them escape the stormtrooper patrols. It was also Artoo-Detoo who finished repairing See-Threepio and who saved the *Millennium Falcon*. By talking to Cloud City's central computer, Artoo knew that the newly-repaired hyperdrive engines were deactivated. He raced to the proper panel and activated the circuit, allowing the *Falcon* to escape to lightspeed.

All-in-all, the contributions to the cause of the Alliance made by Artoo and Threepio since the time they left Hoth were significant because Artoo and Threepio are significant themselves. If a droid can grow and mature just as their human counterparts do, then these two have done so. The experiences they have shared have given them a kind of wisdom seldom seen in droids. Because of this they are invaluable assets both to their masters, and to the Rebellion itself.

■ Artoo-Detoo

Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 2D

Dodge 4D, electroshock prod 4D+1

KNOWLEDGE 2D

Planetary systems 8D+2, survival 6D+2, value 6D+2

MECHANICAL 4D

Astrogation 10D+2, communications 6D, sensors 7D, starfighter piloting 6D, starfighter piloting: X-wing 8D+1, starship gunnery 4D+1, starship shields 4D+1

PERCEPTION 3D

Con 3D+2, gambling 6D, sneak 4D+1



STRENGTH 3D

Lifting 4D

TECHNICAL 4D

Computer Programming/repair 8D+2, droid programming 5D+1, droid repair 6D+2, machinery repair 5D+2, repulsorlift repair 4D, security 6D, starfighter repair 6D+1, starfighter repair: X-wing 7D+2, space transports repair 5D+2, space transports repair: YT-1300 transports 7D+1

Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasper arm (+1D to *lifting*)
- Retractable fine work grasper arm
- Extendible .3 meter long video sensor (360 degree rotation)
- Small electric arc welder (3D damage, .3 meter range)
- Small circular saw (4D damage, .3 meter range)
- Video display screen
- Holographic projector/recorder (one meter range)
- Fire extinguisher
- Small internal "cargo" area (20 cm by 8 cm)
- High pitch acoustic signaller
- One long range sensing array: includes radar, radiation counter and life form sensor, infrared receptors, electromagnetic field receptor (+3D to *search* at range of up to 100 meters)
- Broad-band antenna receiver (can monitor all broadcast and communication frequencies)
- One compressed air launcher (used for Luke's lightsaber or for flares)

Force Points: 1

Character Points: 13

Move: 5

Size: .96 meter tall

Cost: 1,250 credits (as purchased by Owen Lars)

■ **See-Threepio**

Type: Cybot Galactica 3P0 Human-Cyborg Relations Droid

DEXTERITY 2D

Dodge 4D+2

KNOWLEDGE 5D+2

Alien species 7D+1, bureaucracy 8D, cultures 8D, languages 12D+1, planetary systems 6D, survival 5D+2, value 5D+2

MECHANICAL 3D

Repulsorlift operation 4D

PERCEPTION 3D+1

Bargain 6D, con 5D

STRENGTH 2D

TECHNICAL 3D

First aid 4D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors — human range
- Broad-band antenna receiver
- Verbo-brain
- TranLang III Communication module with over six million languages.
- Vocabulator speech/sound system capable of providing an extraordinarily wide range of sound effects and exact impersonation of voices.

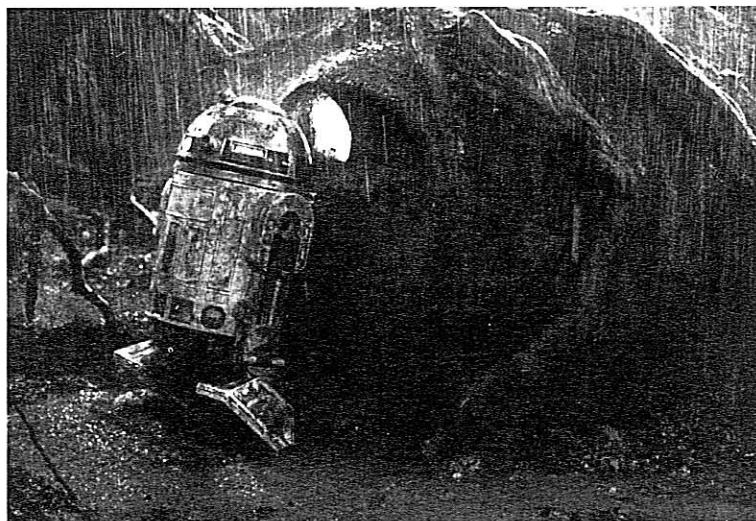
Force Points: 1

Character Points: 12

Move: 8

Size: 1.67 meters tall

Cost: Not available for sale



Chewbacca

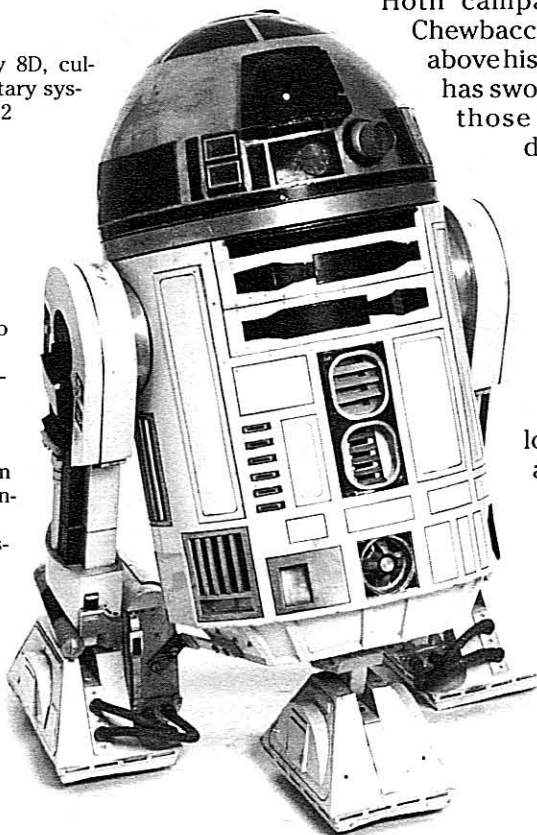
Like the other Heroes of Yavin, the events surrounding the Battle of Hoth have deeply affected and changed Chewbacca. For all his strength and fighting prowess, Chewbacca has never felt so powerless.

As per Wookiee custom, Chewbacca has extended his life-debt to all his friends, to create a Wookiee honor family. This family extends to Princess Leia and Luke Skywalker. That all members of this family suffered greatly during the

Hoth campaign is something that Chewbacca doesn't overlook, even above his own suffering. Chewbacca has sworn to find Han, and behind those crystal blue eyes, he dreams of gripping his massive hands around Boba Fett's neck.

Chewie attests to the changes in Solo, and is even wary of them. Oh, he respects Leia, and has a special place in his heart for her, but he and Solo have been a team for a long time. Chewbacca has always been wary of Han's affairs of the heart. Often they get him into trouble, but when they start getting serious, that's when he starts to worry.

But again, Chewbacca has family of his own. Apart from his honor family, he has a wife and child, whom he managed to visit for a brief period during



the Alliance base relocation. He was powerless to save them from the Imperial blockade that blocks his homeworld of Kashyyyk.

Now, Chewbacca is angry. Angry at the Empire that enslaved his people, angry at the Empire that captured his best friend, and angry at himself for letting it happen.

And there's nothing stopping an angry Wookiee.

■ Chewbacca

Type: Wookiee

DEXTERITY 2D+2

Blaster 6D, bowcaster 9D, brawling parry 7D+1, dodge 6D+1, grenade 5D+1, melee combat 8D, melee parry 8D, vehicle blasters 6D+1



KNOWLEDGE 2D

Alien species 7D, bureaucracy 4D, business 4D+2, cultures 3D+1, intimidation 8D+2, languages 6D, planetary systems 7D+2, streetwise 7D, survival 7D, value 7D+1

MECHANICAL 3D

Astrogation 8D+1, beast riding 4D, communications 4D+2, repulsorlift operation 7D+1, sensors 6D, space transports 6D+2, space transports: YT-1300 transports 8D, starship gunnery 8D, starship shields 6D+1

PERCEPTION 2D

Bargain 5D, command 4D+2, gambling 5D, hide 3D+2, search 3D, sneak 3D+1

STRENGTH 5D

Brawling 10D, climbing/jumping 7D+2, lifting 10D, stamina 10D, swimming 7D

TECHNICAL 3D+1

Blaster repair 5D+1, bowcaster repair 5D+2, computer programming/repair 8D, demolition 5D+2, droid programming 7D+2, droid repair 7D+2, first aid 5D, repulsorlift repair 6D, security 6D+1, space transports repair 8D, space



transports repair: YT-1300 transports 10D+2

Special Abilities:

Berserker Rage: Chewbacca gains +2D to *Strength* when brawling in berserker rage. See the *Star Wars Roleplaying Game* and the *Star Wars Gamemaster Handbook*.

Climbing Claws: +2D to climbing.

Force Points: 3

Character Points: 21

Move: 13

Equipment: Bowcaster (4D), ammo bandolier, droid tool kit, starship tool kit, waist pouch

Chapter Nine

FREEDOM NO MORE



"This deal is getting worse all the time."

— Lando Calrissian

Introduction

The dim lighting of the frigate's command room creates long shadows on General Rieekan's already worried face.

"Still no word?" he says, after a lengthy silence.

"None, sir," replies Major Derlin, staring intently at a glowing tactical map. In it, slowly turning like an impossible aquarium, a holographic representation of the amassed Rebel fleet was delineated in bright green. "The *Treasure Trove* has missed its rendezvous mark by 36 standard hours."

Rieekan steps around the console, slowly pacing. "And our supply status."

"We barely have enough blaster gas to supply the ships present," says Derlin, "that's not even counting the ships yet to check in."

"All right," says Rieekan, looking Derlin straight in the eye. "We better send out the *Out Runner*."

The characters start off just beyond the Galactic Rim, at the rendezvous point where the Rebel fleet is slowly amassing. A Rebel transport, the *Treasure Trove* has missed its rendezvous. Its fighter escort, however, did arrive at the fleet, and reported that it may have been lost in the Hoth asteroid belt. The transport carries access to badly needed supplies for the Rebel fleet, and a team of special agents must go to the Hoth belt to see if they can find any sign of it. If the characters do not have their own ship, use the *Out Runner* stats provided below.

■ Out Runner

Craft: Corellian Engineering Corporation YL-2200

Type: Stock Light Freighter

Scale: Starfighter

Length: 28.2 meters

Skill: Space transports: YL-2200

Crew: 1 (1 can coordinate), gunners: 1

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 2 months

Cost: 100,000 (new), 25,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Space: 4

Atmosphere: 480;800 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

2 Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Episode One: Rescue!

After filling the characters in on their basic mission objectives, to find and rescue the crew of the *Treasure Trove*, read the following aloud:

You pull back on the hyperdrive levers, and the ship plunges back into realspace. Either the coordinates they gave you were off, or the Hoth asteroid belt is more chaotic than you imagined, as right out your viewport, just kilometers away, are massive rocks tumbling in space. You adjust your sensors to receive the specific Alliance transponder code, and carefully begin to chart a preliminary path in the churning rock storm.

At the point, the characters must find the *Treasure Trove* using their sensors skill, while also avoiding being hit by asteroids. The area of the belt they're in is just on the edge, and not extremely dangerous, but don't let the players relax.

Needle in a Haystack

Every round spent in the asteroid belt, the sensor operator must make a *sensor roll*. On a

Difficult roll or greater, he picks up the automated transponder signal, emanating from 12 units away. Meanwhile, the pilot must make a series of *space transports* rolls, trying to get a Moderate difficulty each time. If the pilot fails, the ship receives 3D starfighter-scale damage. The object is to scare the players, so be sure to fudge any rolls that would cripple their ship. For added effect, shake the table with each hit they incur.

Regardless of the sensors total, after the fifth *space transports* roll, their sensors pick up the transponder code, 12 units away. It's up to the pilot to decide how fast the ship goes, but he still must make the Moderate difficulty check. If failed, add 1D to damage for each movement action taken beyond the first.

A Call for Help

As they close in on the signal, the sensor operator must make another *sensors* roll. On a Difficult total, he detects another faint energy signature, moving in an opposite direction to the rest of the belt. It may have just been distortion, however, since the high metal content of the asteroids makes sensor scans unreliable.

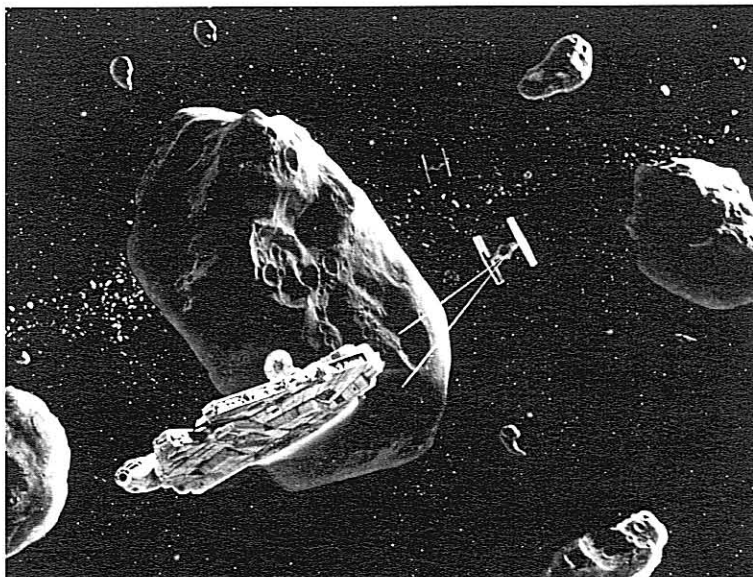
The characters eventually locate the crippled transport, lining the shallow crater of a large, capital ship-sized asteroid. The command pod and upper hull seem intact, but the lower cargo bays are completely dashed, and its drive system is blackened and badly damaged. A Moderate *sensors* roll determines that there is a single lifeform within the command pod.

Landing on the moving asteroid requires a Moderate *space transports* roll. Failure results in no major damage, save a bruised ego for the pilot, and some minor scrapes on the paint job. Characters need to don space suits to travel to the *Treasure Trove*, since its airlock looks unreliable. Alliance High Command has equipped their ship with six vacc suits.

Walking through the canted command pod is an eerie experience. There is only the dim light of emergency power, and very faint gravity left on the ship. What little air remains is frozen, leaving condensed water vapor encrusted on bulkhead frames. The characters eventually reach a small hatch, where inside a damaged and docked escape pod, a light spills out into the corridor.

When the characters investigate, read aloud:

The thin air carries the sound of equipment resettling. Inside the pod, lit by a very weak glow rod, is a broken human form. She is dressed in a vacc suit, but its legging is torn, and you can see that the bloody wound has frozen. In her right hand, she feebly holds a blaster pistol, while her left hand holds a datapad. Through the foggy plastic of her helmet, you see her terror-filled eyes, which roll back and shut even as you approach.



Her identification states that she is Captain Amm Natejeka, commanding officer of the *Treasure Trove*. By the time the Rebels get to her, she is dead of her wounds and exposure. A search of the pod reveals a small satchel that holds four credit chip cards, each valued at 3,000 credits standard. The chips are identi-sealed in such a way that they cannot be split apart for change. In other words, it's 3,000 or nothing.

To: Captain Amm Natejeka, *Treasure Trove*
From: General Carlist Rieekan, Alliance High Command
Re: Blaster gas procurement.

Amm, I would have requested this in person if not for the evacuation. This is your mission that you must complete immediately. Head to the coordinates enclosed on this datapad, under file v22358. There, you are establish contact with the black market of this mining colony, and acquire a cargo of spin-sealed tibanna gas. A landing permit is also enclosed. The second set of coordinates are for our rendezvous point, which you must make within five days. You know the supply problems we are facing. Our fleet needs that gas. We have every faith in you.

May the Force be with you.

General Rieekan.



After reading the datapad, inform the characters that this mission must be accomplished in 18 standard hours to be successful. Stress to them the importance of needed gas, and that they are the only hope the Alliance fleet has.

Wolf on the Prowl

As the characters return to their ship, a vid-comm message comes over their transceiver. It is an open hail that requires no decrypting. An uncomfortably close image of a pudgy Rodian fills the screen, and his tapir-like snout snarls the following.

“Attention Acquisitions, welcome to the hunt. Quick formalities, I am Chreeto the Defiant, greatest hunter of all realms. We’ve heard tell that Rebels roost in these rocks with mynocks and slugs, and now we have proof. Only a Rebel could have found a Rebel wreck. I guess I should offer a chance to surrender, but by all means, do make it interesting.”

Chreeto the Defiant

Type: Rodian bounty hunter

DEXTERITY 4D

Blaster 5D+2, brawling parry 4D+2, dodge 5D

KNOWLEDGE 2D+2

Alien species 4D+1, intimidation 5D+2, streetwise 3D+2,

survival 5D, value 4D

MECHANICAL 2D+2

Astrogation 5D+1, space transports 5D+1, starship gunnery 4D+1, starship shields 3D+1

PERCEPTION 3D

Command 3D+2, con 3D+2, gambling 3D+2

STRENGTH 3D+2

Brawling 4D+2

TECHNICAL 2D

Demolitions 4D+1

Character Points: 7

Move: 10

Equipment: Blaster rifle (6D), binders, Prowling Wolf modified freighter.

Capsule: Chreeto is a flamboyant Rodian bounty hunter on Imperial retainer. He truly revels in his work, and is regarded as a hero in his native province on Rodia. Chreeto enjoys talking to his prey, taking at least one alive so that he may prove his excellence to them. Chreeto dresses in a light tan jumpsuit with bright green piping. He wears a red sash with various Rodian awards pinned to them. He has a crew of human and near-human ruffians at his beck and call.

Chreeto's crew (6). All stats 3D except for: *blaster* 4D, *dodge* 3D+1, *space transports* 4D, *starship gunnery* 4D+1, *starship shields* 3D+2, *brawling* 4D. **Move:** 10. **Equipment:** Blaster pistol (4D).



With that, a potshot shakes the asteroid as a laser blast hits nearby. Characters attempting sensor scans determine that there is a ship nearby. It is a freighter, heavily modified. The characters are outgunned.

■ Prowling Wolf

Craft: Corellian Engineering Corporation YT-1300

Type: Modified light freighter

Scale: Starfighter

Length: 26.7 meters

Skill: Space transports: YT-1300

Crew: 1 (1 can coordinate), gunners: 1

Crew Skill: See Chreeto the Defiant

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 1 month

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 7

Atmosphere: 350;1,000 kmh

Hull: 4D+1

Shields: 4D

Sensors:

Passive: 20/1D+2

Scan: 50/2D+2

Search: 60/3D

Focus: 5/4D

Weapons:

Heavy Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

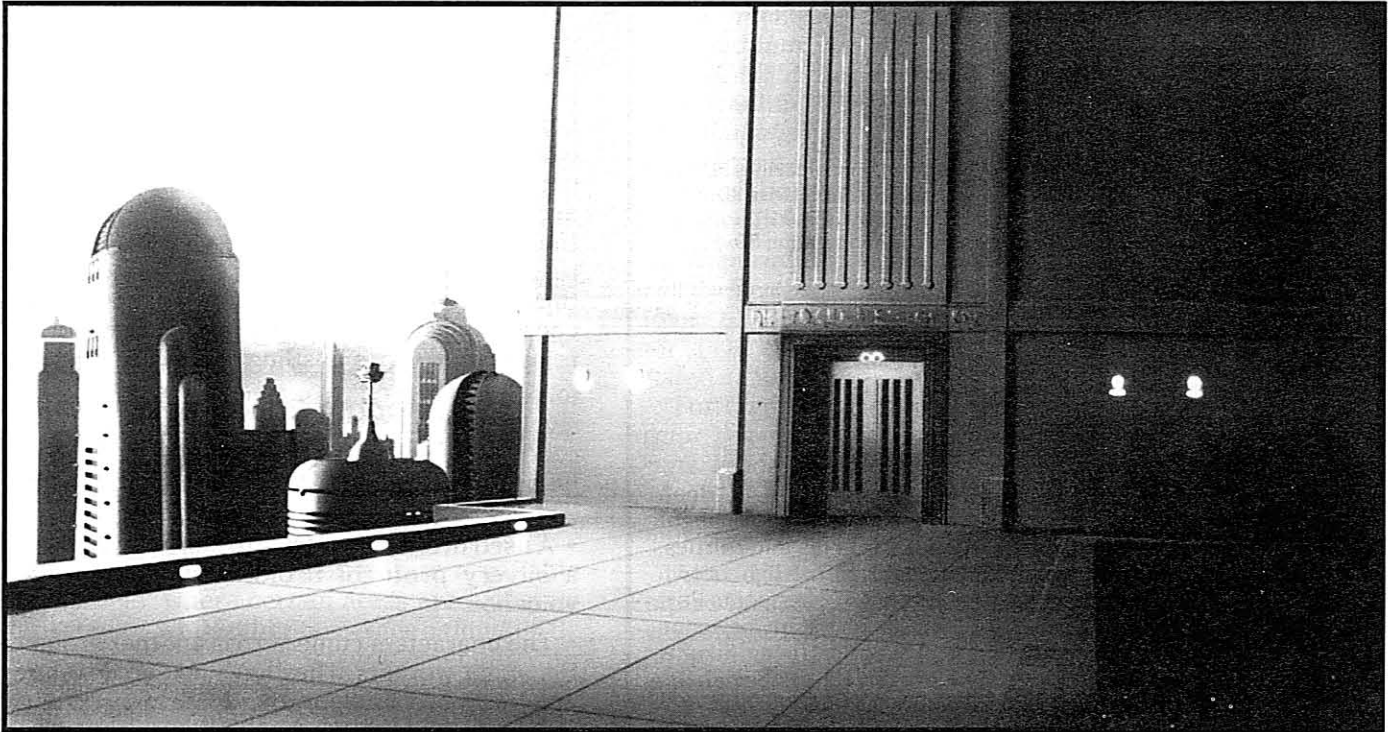
Damage: 6D

Start the bounty hunter's ship 15 units behind the characters' ship. The bounty hunters cut off pursuit if the characters' ship ends a round 25 or more units away from them. Roll 1D each round. A roll of 1-2 means the ship has entered a low-density asteroid area, a roll of 3-5 means the asteroid mix is of medium density, and a roll of 6 means space is thick with asteroids.

In addition to any combat maneuvering, each pilot must make a free Moderate *space transports* roll, modified by any other actions he is taking.

Too Much Punishment

The point of the asteroid field encounter is to provide an exciting encounter, *not* to slay the characters in their ship. If it looks like the characters are getting hit a bit too hard, back off, and fudge a few rolls. You might also help the characters shake pursuit. Maybe an especially thick asteroid shower cuts off the hunters, to the intervention of a massive space slug. Remember, it isn't cheating if it makes for a better story.



Failure means his ship sustains damage. Damage from a light asteroid storm is 1D, a medium is 3D, and a heavy is 5D. Again, increase the damage +1D for every movement action beyond the first the ship was taking.

Episode Two:

Refuge on Bespin

The characters input the coordinates into their navicomputer, and after a three-hour trip through hyperspace, arrive in the Bespin system. Their mining outpost destination: Cloud City.

Rather Touchy, Aren't They?

Read aloud:

Your ship emerges out of hyperspace and before you hangs a pink disk, flanked by two emerald globes. It is Bespin, with its twin moons. Before long, you dive your ship into the atmosphere. There are few moments of turbulence before you emerge into Bespin's Life Zone. Here, all around you, you are surrounded by the sheer brilliance of Bespin's dawn. The clouds are streaked pink and purple, creating a dazzling cloudscape as you vector in toward the floating metropolis.

Before long, the character's ship is intercepted by a pair of twin-pod Cloud Cars. Like the *Falcon* in *The Empire Strikes Back*, the characters are asked if they have a landing permit. When the characters transmit their permit, they are es-

corted to land at Platform 1432. Play the Cloud Car Wing Guards as rude and edgy, much more than anyone would expect from a tourist resort.

After transmitting their permit, the characters receive a message from the Cloud City Message Network (CloudNet). It lists instructions to dock in Port Town, and meet the contact at the Royal Casino, one of Cloud City's premier gambling establishments.

After touching down on a flat, round platform below Cloud City's main concourse, the Customs crew looks over their landing permits. All is in order, but they demand a 100 credit fee to compensate for their time — the crew seems unusually edgy.

Cloud City Encounters

It's a long trip from Port Town to the Royal Casino, so feel free to include any encounters you may want to generate. Below are three encounters that must be played out to advance the story. They can be played in any order, and any where along the trip.

Read aloud the following:

Port Town is not exactly holocard material, at least compared to the rest of Cloud City. After leaving your landing platform, you emerge in an alleyway — grungy and dim, because many of its light panels are burned out. The normally pristine white corridors have a slight film of gray dust, and the people bustling through the walkways look too shabby and wild to be tourists.



Inkur

Type: Ugnaught
DEXTERITY 2D
 Dodge 2D+1
KNOWLEDGE 1D
 Cultures: Ugnaught tribes 5D, languages 3D+2, streetwise 4D
MECHANICAL 2D+1
 Repulsorlift operation 3D+1
PERCEPTION 2D+1
 Con 3D+1, investigation: Cloud City 4D+1
STRENGTH 3D
 Brawling 3D+2
TECHNICAL 1D+1
 Security 2D+2
Move: 10
Equipment: Datapad.

Capsule: Inkur is a “deal-maker” for the Irden Ugnaught tribe. He is in his mid-thirties,

and wears a faded red smock. He has light brown skin with a bright pink snout. He frequents Port Town, keeping his senses open for any newcomers and new business. A skeptical being, Inkur is a shrewd judge of character. He has been helping the Irden tribe secure large repulsorlift generators for a most secret Ugnaught building project.

The characters can easily find a lift up to the Royal Casino, which is located on the concourse. They may stop to ask locals for directions, however, which is the perfect opportunity to play out encounters.

Encounter 1: Let me see your identification.

The characters run into several Wing Guards, who ask to see their IDs. At first, the guards seem ready to give the characters a hard time. Right when tension's the highest, the lead guard gets a call on his wrist-comlink. It is confidential. After a short message, the characters are told to go about their business.

Encounter 2: Meeting Inkur. The characters meet a pair of Ugnaught miners, one who identifies himself as Inkur of the Ugnaught tribe Irden. The Ugnaughts strike up a casual conversation (“so, this your first time on Cloud City?”) all the while trying to find out what the characters are up to. If the characters get the impression that the Ugnaughts are trying to swindle them, that's fine. Their true motivations are far different. Whether or not the characters tell them anything, the Ugnaughts jovially say farewell, and continue on their way.

At some point after their initial encounter with Inkur, the characters may notice two or three Ugnaughts following them around at a distance. Inkur isn't with them, but they are from the Irden tribe assigned to follow the characters around.

Encounter 3: Look, sir. Droids! As the characters make their way up to the concourse (have them switch lifts so that they can see more of the city) they come across an isolated corridor. Lonely chirping alerts them to a single blue and white R2 astromech droid wandering down the corridor. Before the characters can react, however, a blast door closes down between them and the droid. Secretly make *Perception* checks for the characters. On a Difficult check, one of them thinks he smells the ozone tang of recently discharged blasters. As they move on, they quickly rejoin Cloud City's bustling corridors.

Random Encounters

During the trip to concourse level, feel free to include your own encounters, or any of those listed below.

- A used droid dealer tries to sell the characters a silvery protocol droid, with a very rude voicebox.
- The characters come across another group of Ugnaught workers. They have just come out for an afternoon of celebration after a particularly grueling shift in the carbonite freezing chamber. They pat each other on the back for a job well done. If the characters ask for details, the lead Ugnaught, Ugloste, hushes his workers up, telling them not to talk to “humys.”
- The closer the characters get to the casino, the more likely they are to spot a down on his luck gambler. One of these poor souls walks up to the characters, saying that his ship was impounded and he needs to pay the fine to get his cargo unloaded and delivered. He asks the characters for the 100 credits. If the characters ask him for assurance that he won't take that money and gamble it away, he replies, “Oh, I've got gambling money...”
- The Rebels can come across a pair of snooty Core travelers, commenting about their delightful vacation in this “quaint little outpost.”

The Royal Casino

When the Rebels enter the Royal Casino, read:

You stand on a broad landing of stairs leading down to the casino's first floor. Below, as far as you can see, gamblers are busy risking credits in more ways than you've imagined. Sounds of excitement, suspense, triumph and anguish fill the lavish halls. New arrivals push past you, full of expectation. Those who have suffered heavy losses walk slowly up the stairs and out the door, making sure to meet no one's gaze.

In the casino's foyer, a droid checks their weapons (there are no weapons of any type allowed inside), and takes care of the hefty cover charge of 15 credits per person.

As the characters move around the casino, they get a look at one of the most historic, if not opulent places in Cloud City. The smoke-filled ante room has tables-full of all manner of species enjoying beverages of every conceivable color. These drinks are quite expensive — at least 10 credits per glass. The characters look very out of place with their drab, rag-tag clothes compared to the glittering shimmersilks of the patrons.

Characters may want to test their luck or skills at gambling, but be warned: this is a high-stakes casino. Games should have minimum initial antes of 10 credits. There is a fair mix of games of skill (requiring *gambling* rolls) and games of chance, but the card games on the second level are very exclusive. Players must be invited into games if they want to participate. A dampening field cuts off the noise and bustle of the other areas from the card hall.

The casino's dance floor feature a variable gravity field, where certain areas are half standard gravity, while others are twice as much. The pounding dance music is supplemented with strobing laser effects.

For more information about The Royal Casino, see pages 58-59 of *Galaxy Guide 2: Yavin and Bespin, Second Edition*.

Party-crashers

After the characters soak up atmosphere, and look for their contact, a sudden commotion draws their attention. Read aloud:

A shrill scream pierces the hum of conversation and drone of music in the casino. Head turn to the front, and filling up the foyer are a team of eight white-armored Imperial stormtrooper. A general sense of confusion and terror ripples through the casino — stormtroopers are never seen in Cloud City. As the troopers file in, weapons drawn, a team of four rough-and-tumble bounty hunters file in. At the head of the line is a Rodian, Chreeto the Defiant! He points in your direction and shouts, "There they are!"

The Rebels are at a distinct disadvantage since they do not have their weapons. They'll have to improvise a solution. They can use the crowd's confusion to try to sneak out, but that requires a Difficult *sneak*, and they still have to face the three troopers left behind to block the door.

The remaining troopers move into the crowd, heading toward the Rebels. Chreeto also marches down the middle, blaster drawn, trying to get the Rebels. His other three minions move along the sides of the casino, trying to flank the Rebels.

Characters can try to improvise weapons, such as chairs and bottles. Use the same stats for clubs, except each weapon can only be used once or twice.

Resourceful players, especially those who may have read *Han Solo at Star's End* may want to try his Free-flight Dance Dome solution. This involves vaulting behind the bar (a mix of *running* and *climbing/jumping* rolls) and altering the dance-floor's gravity. A Moderate *Technical* roll increases the gravity to a level so that anyone on the dance floor is trapped.

8 Imperial Stormtroopers. All stats are 2D except: *Dexterity* 3D, *blaster* 4D, *grenade* 4D+2. Move: 10. Blaster rifle (5D), stormtrooper armor* (+1D energy, +2 physical, -1D *Dexterity* and related skills).

*For complete information on stormtrooper armor, see page 157 of *Star Wars: The Roleplaying Game, Second Edition*.

Sometime during the battle in the casino, the following message plays over the PA system:

"Attention! This is Lando Calrissian. The Empire has taken control of the city. I advise everyone to leave before more Imperial troops arrive."

Once the characters escape from the casino, move on to Episode Three.

Episode Three: Friends in Strange Places

Cloud City is now in a state of panic, as everyone tries to flee at once. The Rebels have failed to make contact with their supplier. They may now try to head back to their ship, or simply try to shake the stormtroopers and bounty hunters off their trail. If the Rebels managed to kill all the bounty hunters, there are always more troopers to send after them.

Running Battle

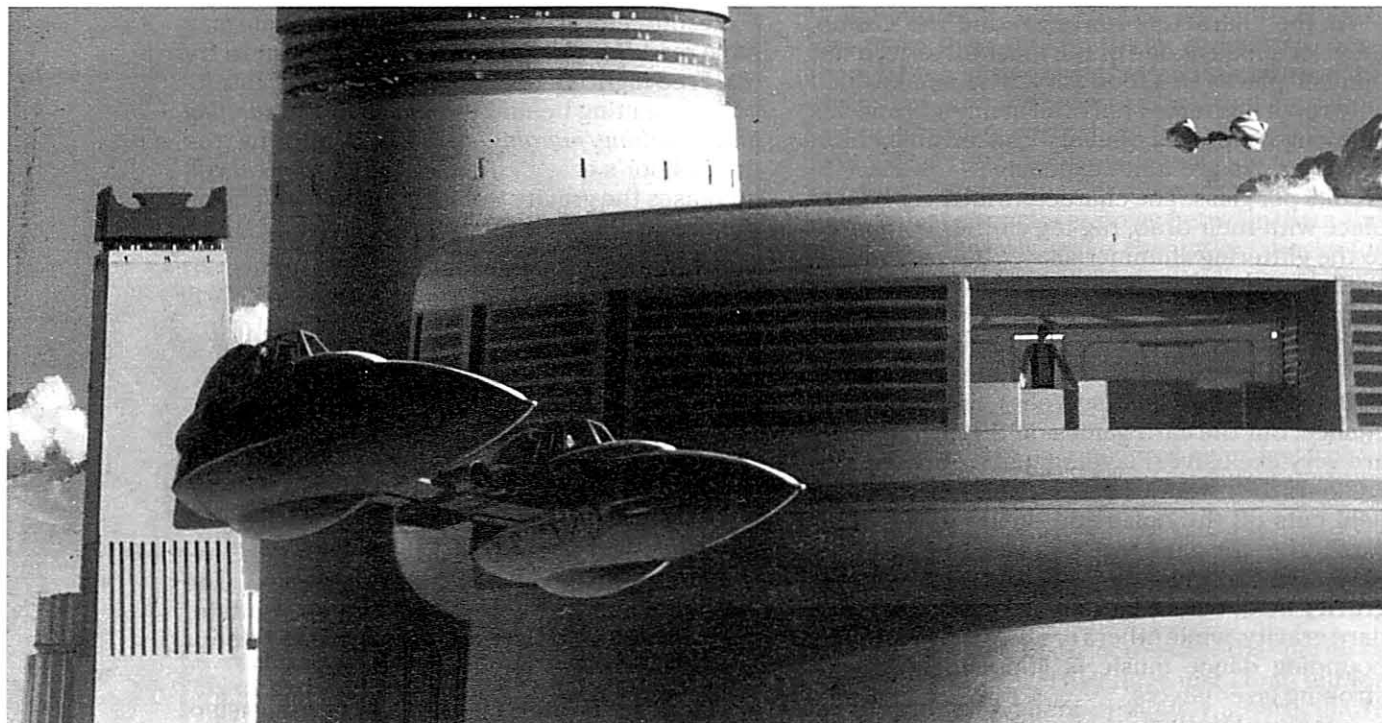
Play out the running battle in a series of montage scenes. For instance:

"You turn the corner heading to where the lift should be. You shoulder past several scurrying Cloud City businessmen and women and come face-to-face with four stormtroopers. They are surprised for a moment, but quickly train their blasters on you."

After that combat has been resolved, move the characters along to the next challenge.

Into Port Town

After a few more confrontations, the characters should make their way back to Port Town. This area, filled with more criminals than any other on Cloud City, is especially lively during the evacuation. As the characters stop to catch their breaths in a small alcove of an abandoned shop, Inkur the Ugnaught approaches.



Read aloud:

One of the Ugnaughts who approached you earlier appears again. He looks around, making sure you are alone, and whispers to you, "There in casino, that was pretty close. I know why you're here, and I can help you. That is, if you can help me."

Inkur knows a great deal about the happenings on Cloud City, and if asked about the Imperials, he says it's the Administrator's problem. Inkur offers the Rebels a cargo full of spin-sealed tibanna gas if they agree to transport several families of Ugnaughts to an undisclosed "safe refuge" away from the city. Inkur tells them the refuge is "nearby," but says that secrecy is essential.

If the characters agree, do a quick wipe transition to their ship. Inkur is there with about 20 other Ugnaughts from the Irden tribe. They range in ages from over 100 to just newborn.

After lift-off, Inkur points the characters to the appropriate coordinates. At a certain point, he tells the Rebels to blast down into the heart of Bespin's atmosphere.

Among the Clouds

About three kilometers below the city, Inkur gives the characters a new vector to follow. The ship passes by a large, but harmless beldon herd. If the characters have had it easy until this point, maybe throw a few velkers at them for a brief but intense attack.

Eventually, the Rebels come across the following:

Suspended among the clouds is a swamp! As the mist clears, and you get a better view, you see a large repulsorlift platform, about a kilometer across. It's upper surface has been terraformed to appear as a giant marsh. Gnarled purple-bark trees twist from the liquefied gas surface, and emerging from the fog is a bumpy barge held aloft by bladders of some buoyant gas.

After the Rebel ship sets down, the dirigible barge coasts next to them. The Ugnaughts rush out to meet their kin. There are heart-felt reunions, and Inkur turns to the Rebels saying, "It's time you met our king."

Into the Palace

A short balloon ride later, the characters are taken to a patchwork maze of stilt-house dwellings, the City of the Ugnaughts. At its heart is a massive central plaza. The characters are taken into a high ceilinged hall, where in the center, on an ornately carved throne sits King Ozz, leader of the Irden tribe of Ugnaughts.

"Greetin's off-worlders. I am glad ta see that not all the humy's and tall ilk are of the Ugnaught-butcherin' lot. Ye be on my land now, and for the time, ye be treatin' us Ugnaughts with the respect we deserve. We thank ye for bringin' our kin to our new home, away from the humys that make us slaves. Finally, a home for Ugnaughts by Ugnaughts. Now, what is it ye want?"

The characters can have an exchange with King Ozz, who explains that after mistreatment by human hands for so long, the Ugnaughts slowly began forming their own colonies. After recent Imperial involvement on Cloud City, the Ugnaughts became very nervous that full-scale slavery may return to their people. Ozz, a former member in a major terraforming company, began building habitable platforms like this one for Ugnaughts to live in. The swamp surface forms a natural refinery for tibanna gas, but not of the spin-sealed variety.

Ozz gives the characters the spin-sealed tibanna gas, which the Ugnaughts have slowly been siphoning from Cloud City. He again thanks them, in his own gruff way, and says good-bye.

As Inkur oversees the loading of the Rebels' ship, he again asks them to keep the platform a secret. As soon as all the cargo is loaded, a shadow crosses over the marsh as from the clouds above. The bounty hunter ship, *Prowling Wolf* emerges. It does a quick flyby, waiting for the Rebels to do battle.

Read aloud:

"Ki-yi!" shouts Inkur, "We've been found! We have no defenses as yet, you must help us, friends! You're the only ones who can stop those slugs from telling the Imps what we've done!"

The characters are the only hope for the Ugnaught tribe.

Episode Four: Escape at Last

The characters should opt to help the Ugnaughts, and their ship then blasts into the skies after the hunters. If Chreeto and his hunters were killed during the casino battle, then the *Prowling Wolf* is only piloted by the three remaining hunters.

A Very Easy *survival* roll alerts the characters to the dangers of fighting with a cargo of dangerous, explosive blaster gas. Every time the ship sustains damage, secretly roll dice to make the characters sweat. Ideally, at this point of the story, a lucky hunter shot shouldn't ruin the whole tale. But, don't make it easy for the players — make them spend Force Points or Character Points before fudging any rolls.

Herd Maneuvers

If the characters remember the beldon herd, they may steer toward it. Otherwise, the course of combat may simply bring them to it.

The beldons can be used as a dramatic alien backdrop to this chase. If the characters are trying to lose the hunters, have them roll their *space transports* skill to simulate their elaborate maneuver. If they fail an Easy total, that means

they collide with the beldon, but if they beat the difficulty, their roll becomes the difficulty that the hunters must make to keep up with the maneuvering character ship. If the hunters fail, they collide with the beldons.

A ship colliding with a beldon takes 9D walker-scale damage. If the hunters manage to stay in the chase, they will try to fire. If the characters evade successfully, secretly roll 1D. If the total is four or more, the shot has hit and penetrated the beldon's gas bag. This causes an immense explosion that consumes the *Wolf*.

Hauling Jets

After escaping the hunters, the characters leave Bespin's atmosphere. At they exit the planet's gravity well, an Imperial convoy consisting of a military shuttle, a troop transport and several TIE fighters fly toward the planet. The characters manage to jump to hyperspace before the Imperials give chase.

The characters arrive at the Rebel fleet in time, delivering the much-needed blaster gas. The Rebel officers are grateful for the Rebels having completed Captain Natejeka's mission. The officers allow them to keep one of the credit chips, valued at 3,000 credits, for their troubles.

Cut-away

After the characters are away, read the following aloud:

At one of Cloud City's upper docking platforms, a group of stormtroopers part to let Darth Vader, Dark Lord of the Sith, emerge from an Imperial shuttle. He walks up to a slimy Imperial officer wearing the rank of captain.

"Treece, you are now Acting Governor of Cloud City. Is the city secure?" rumbles the Dark Lord.

"Yes, my lord. There are reports of some hold-outs in the lower levels, but Imperial order will prevail as always," says Treece, a sickly smile creeping across his face.

"See to it that it does. I do not want to be disturbed. I am here to retrieve something very important to the Emperor, Treece. Direct me to Smelting Core D." Vader says, pushing forward.

"Right this way, my lord," says Treece, bowing as the huge black-cloaked presence sweeps by.

Fade out to stars, and end credits.

Rewards

Give each player five Character Points for the adventure, and award an additional one to three points for good roleplaying, and brilliant planning.

It is a Dark Time

To: Arhul Hextrophon

From: Voren Na'al

Regarding: Yavin Report Continuation

As I sit here on the observation deck of the medical frigate, watching the tiny speck that is the *Millennium Falcon* disappear into the vastness of space, I am overtaken by a newfound clarity of understanding and perspective concerning the events on which this report is based.

This is a result of the somewhat false security provided by the surrounding Rebel fleet. Or perhaps, this is the first time I can actually look back on these events and truly feel that they have run their course. But the image of the *Falcon* and its crew departing on a quest to rescue their captured, carbon-frozen captain should demonstrate that it's not over yet.

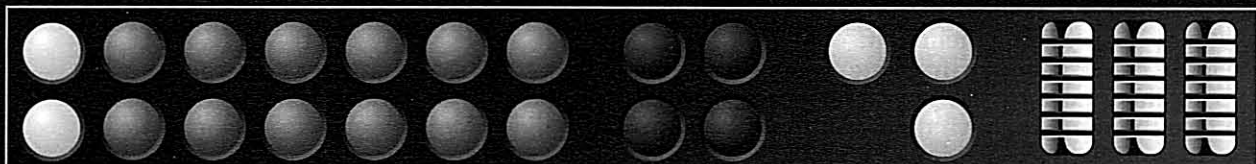
Why, then, do I feel a certain sense of completeness at this moment? Perhaps it is the end, not of the story itself, which continues onward at breakneck pace, but of an important phase of that story. A phase in which the Empire, having suffered its most humiliating defeat, has rebounded to deal the Rebellion a seemingly devastating blow.

This blow is devastating not merely for its effect on the endless quest for a permanent Alliance base, or for the tremendous loss of life and resources in that fateful battle on the icy plains of Hoth. It is most devastating for its effect on the great Rebel heroes, and consequently on the very morale of the Alliance itself. For those heroes are the meterstick with which the tide of this bloody, galactic conflict is measured. Somehow, the fates of these brave few seem to mirror the fate of the Rebellion itself. When the heroes are most triumphant, the Alliance shares their triumph. But when they are defeated and distraught, the flame of rebellion in the galaxy threatens to be extinguished forever.

And so, if I were to characterize this most recent phase of our continuing story, I would have to paint a dark picture. We have reached what seems to be our lowest ebb, and what was once a rising tide has faded into the harmless rippling of an almost stagnant pool. I do not know, however, if the Empire perceives recent events in this way. Is it experiencing the triumph of driving us from Hoth and defeating our greatest heroes, or is it frustrated at letting us get away? More likely, it is the latter that is felt by the Empire.

It is here that we should look to for inspiration. The Emperor and his evil servants had us right where they wanted us and yet, we still managed to escape. It is failure that the Empire has experienced, not victory. The destruction of the Death Star must be viewed as an anomaly, carried out only in our self-defense. At this point in the brief history of the Alliance, our plan should not be aggression, but self preservation, and therefore we did succeed at Hoth. We managed to slip between the fingers of the Empire's clenching fist, and in so doing, we have been able to keep the hope of freedom in the galaxy alive for a while longer.

What can be said of the Alliance can, as I have mentioned, be said of its greatest heroes. They have not been defeated, but rather they have triumphed, simply by remaining alive when faced with certain death, time and time again. And although I have said these latest adventures are a dark time for the Rebellion, I must also point out that darkness is merely the absence of light. In this case, that light has not been completely extinguished. Therefore, it can only grow brighter once again, to fill the darkest corners of the galaxy with its dazzling brilliance.



STAR WARS®

GALAXY GUIDE 3

THE EMPIRE STRIKES BACK

by Michael Stern

Revised and Expanded for Second Edition by Pablo Hidalgo

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0-87431-266-3 \$15.00

